FREE THIS ISSUE! THE SONIC SUPER SPINNER!

Sonic the comic

No. 21 March 18th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG

GOTCHA!

AMY MEANS TROUBLE!

YOUR FREE SONIC SUPER SPINNER FLOWN AWAY? TAKE THE MATTER UP WITH YOUR NEWSAGENT - RIGHT NOW!

KP STC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

21 today! 21 today! Yes, the ever-youthful STC celebrates its 21st merely-mega issue with the sensational **Sonic Super Spinner!** This fantastic free mini-frisbee will send you hurtling into orbit. Well, at least in the direction of the local park.

If that isn't enough excitement, get ready for **The Eternal Champions Special!** On sale in seven short days, this is the one E.C. fans have been waiting for. All the characters, all the special moves (including many you will *only* find in the **Special**), and three all-new comic strip stories of your favourite fighters - including the origin of the Champs! Take a running fist down to your local newsie and full force attack a copy at only £1.75.

While you're there, pick up a copy of **Sonic The Poster Mag** No. 3. This gob-smacking giant action Sonic poster is backed by a new six-page Sonic comic story. It's yours for £1.35. What a bargain!

Now for the not so good news - this issue sees the last episode in the current **Tails** series. Whoa, hold it! Before you decide to storm the STC offices, Tails will be back soon in a new story. Meanwhile, put your hands together for the return of **Wonder Boy** in the next issue. This time he finds himself up against ghostly dinosaurs!

That's more than enough to keep you going for the next fortnight. But be warned: another free gift is heading your way in issue 22 in the form of **The STC TTC** (that's **STC Titanic Tattoo Collection** to the uninitiated!). These temporary tattoos will really leave their mark.

Megadroid

Spin Attack!

OR WHAT YOUR RIGHT (OR LEFT) ARM IS REALLY FOR!

Thousands of STC Sonic Spinners will be gliding their way across living rooms, garden fences, down stairs and into next door's garden. So, to ensure you loyal Boomers gain maximum effect from this fantastic free gift, let STC offer a few suggestions to help you become a high flyer:-

PREPARE FOR LAUNCH

1. Lift your STC spinner with thumb and forefinger.
2. Lovingly position close to your heart.
3. Simultaneously swing out lower half of arm (from the elbow down), combined with a firm flick of the wrist.
4. Release spinner whilst reciting the words: 'if you love something, set it free' (this is optional).
5. Stand back in amazement taking care not to drool.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · mover · re-entry · new entry

CHARTS COMPILED BY GALLUP

MEGA DRIVE

1 — ALADDIN
2 — SENSIBLE SOCCER
3 ▲ SONIC SPINBALL
4 ▼ STREETFIGHTER 2 CHAMP. ED.
5 NEW TOE JAM & EARL 2
6 NEW ZOMBIES
7 ▼ MORTAL KOMBAT
8 RE JUNGLE STRIKE
9 RE COOL SPOT
10 ▼ SONIC THE HEDGEHOG 2

MEGA CD

1 ▲ LETHAL ENFORCERS
2 ▲ NIGHT TRAP
3 ▼ SONIC CD
4 ▼ THUNDERHAWK
5 ▼ SILPHEED
6 ▲ BATMAN RETURNS
7 ▼ ECCO THE DOLPHIN
8 ▼ SEWER SHARK
9 NEW WONDERDOG
10 ▼ FINAL FIGHT

MASTER SYSTEM

1 — SONIC CHAOS
2 ▲ OLYMPIC GOLD
3 NEW DESERT STRIKE
4 ▼ MORTAL KOMBAT
5 NEW SUPER KICK OFF
6 ▼ JURASSIC PARK
7 NEW MARBLE MADNESS
8 RE SENNA SUPER MONACO
9 NEW CHESS
10 ▼ JUNGLE BOOK

GAME GEAR

1 NEW DESERT STRIKE
2 ▼ SONIC CHAOS
3 ▲ BATMAN RETURNS
4 ▼ JUNGLE BOOK
5 NEW F1
6 ▲ SHINOBI 2
7 ▼ SONIC THE HEDGEHOG 2
8 ▼ ECCO THE DOLPHIN
9 RE WONDERBOY
10 — CHUCK ROCK

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Sonic THE HEDGEHOG

GIRL TROUBLE PART 1

SINCE ROBOTNIK TOOK OVER PLANET MOBIUS* LIFE IN THE EMERALD HILL ZONE HAS NEVER BEEN QUITE THE SAME...

IT'S NO USE HIDING, CITIZEN, WE KNOW WHERE YOU LIVE!

LOOKS LIKE SOMEONE'S IN TROUBLE, BOB!

YUP!

* SEE STC NO. 9

ASSOCIATING WITH SONIC THE HEDGEHOG IS A CRIMINAL OFFENCE. AMY ROSE, YOU ARE UNDER ARREST!

I DON'T CARE WHAT YOU SAY ABOUT SONIC! WE'RE IN LOVE!

LOOKS LIKE AMY'S BEEN GOING AROUND SAYING SHE'S SONIC'S GIRLFRIEND AGAIN...

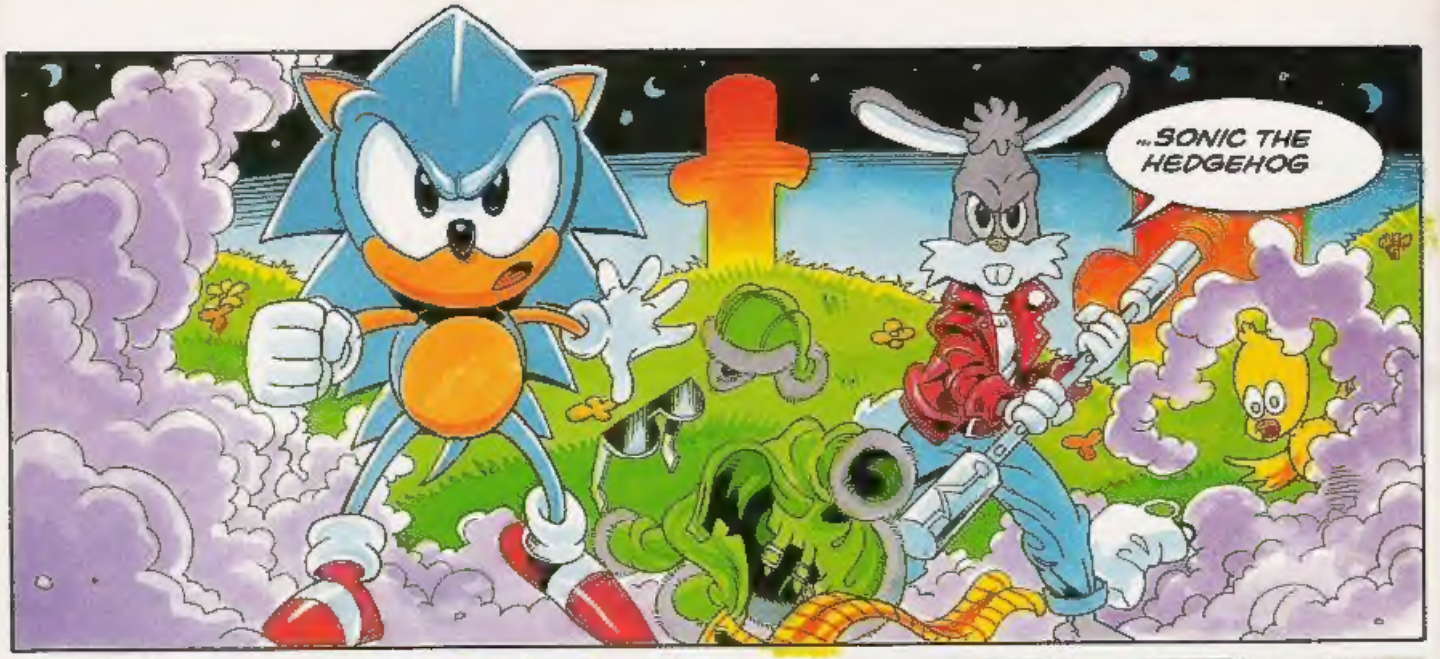
SONIC'S GOING TO BE PRETTY MAD WHEN HE HEARS ABOUT THAT...

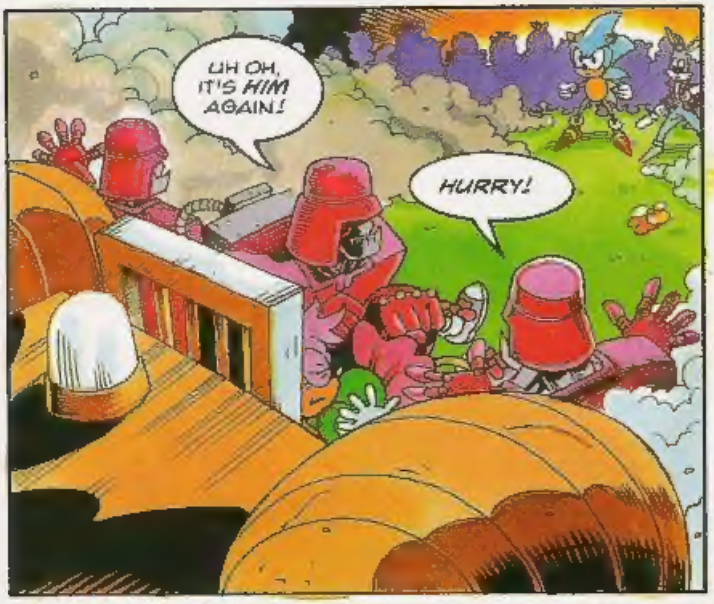
...AND I SHOULD KNOW.

READY JOHNNY?

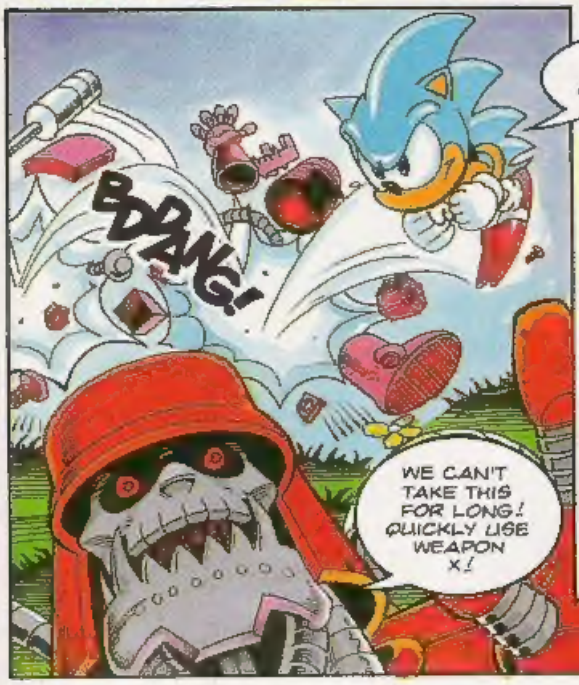
READY, BOB. OR SHOULD I SAY...

Script: Nigel Kitching Art: Richard Elson Lettering: Elio de Villo


...SONIC THE HEDGEHOG

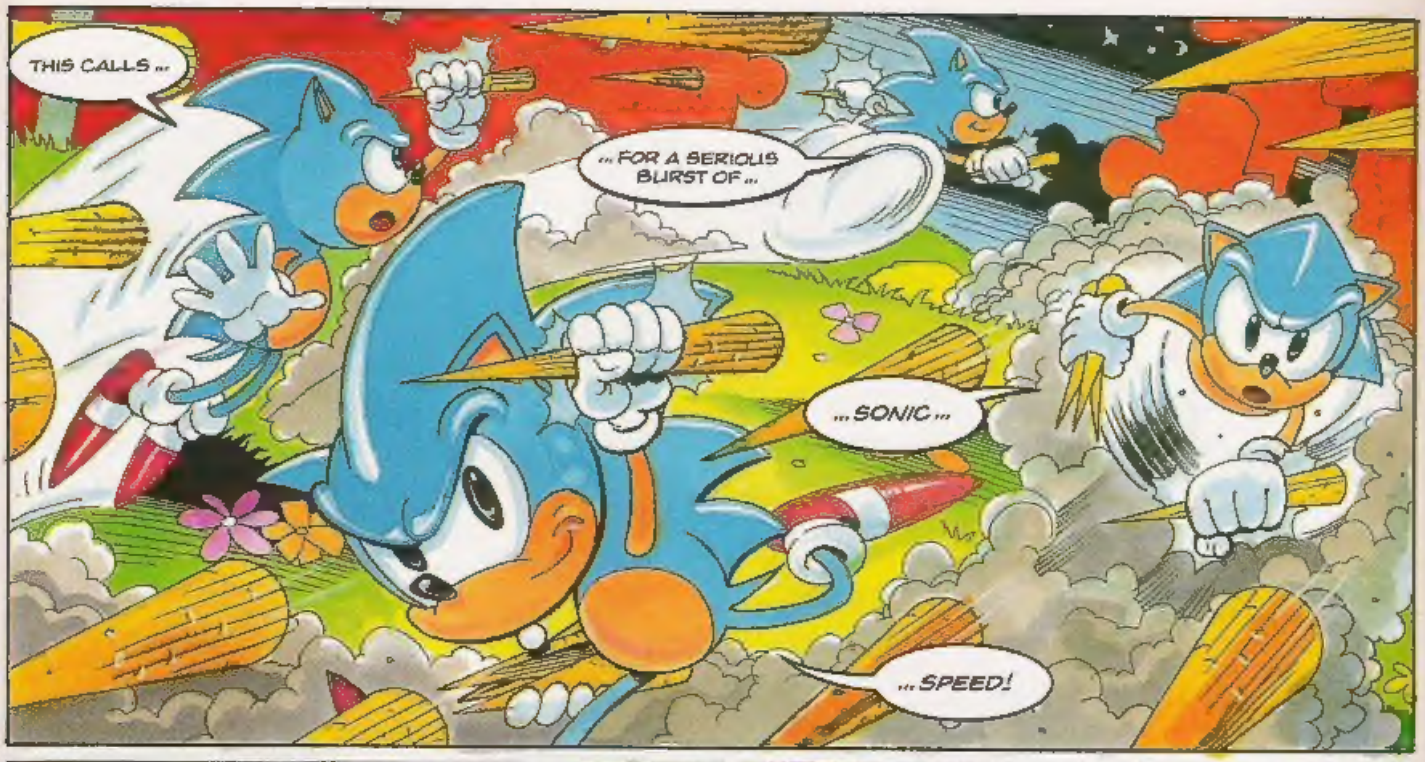

UH OH, IT'S HIM AGAIN!
HURRY!

OKAY JOHNNY, LET'S DO IT!
RIGHT BEHIND YOU, SONIC!

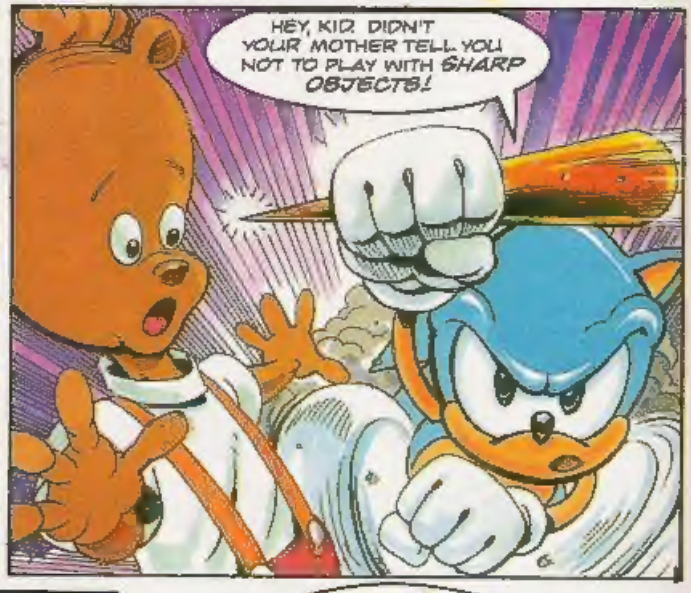

BDDANG!
WE CAN'T TAKE THIS FOR LONG! QUICKLY USE WEAPON X!

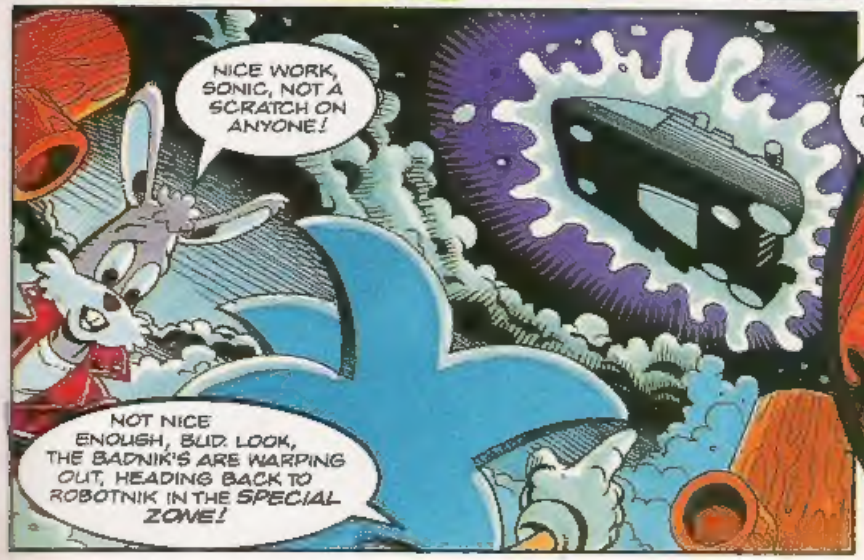
'WEAPON X'? HOW CORNY CAN YOU GET!
BZZZZZZ!

SHOOM!
HAH! MISSED BY A MILE!
MISSED US, SURE ... BUT WHAT ABOUT THE EMERALD HILL FOLK?

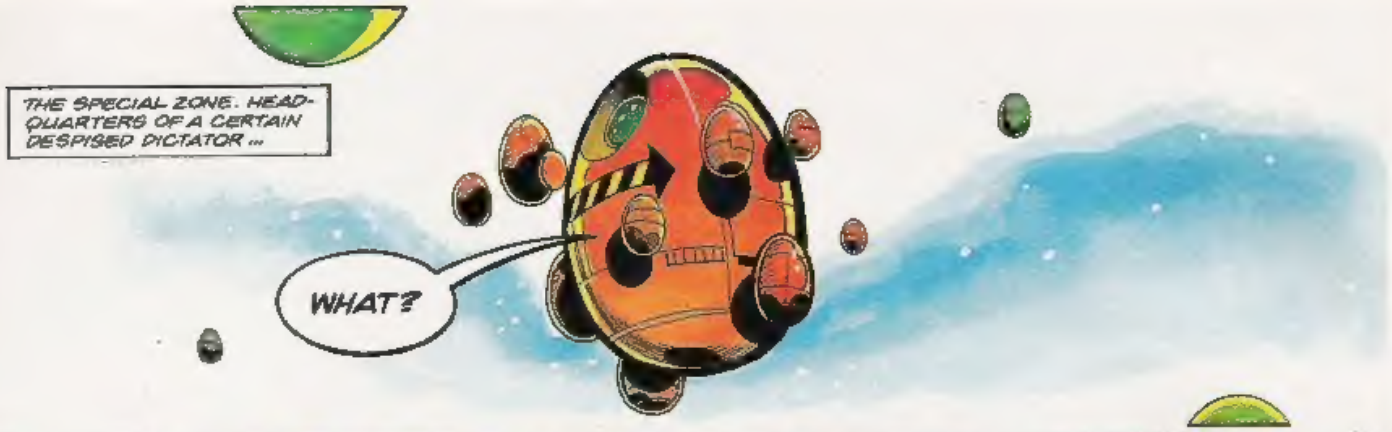

THIS CALLS ...
... FOR A SERIOUS BURST OF ...
... SONIC ...
... SPEED!

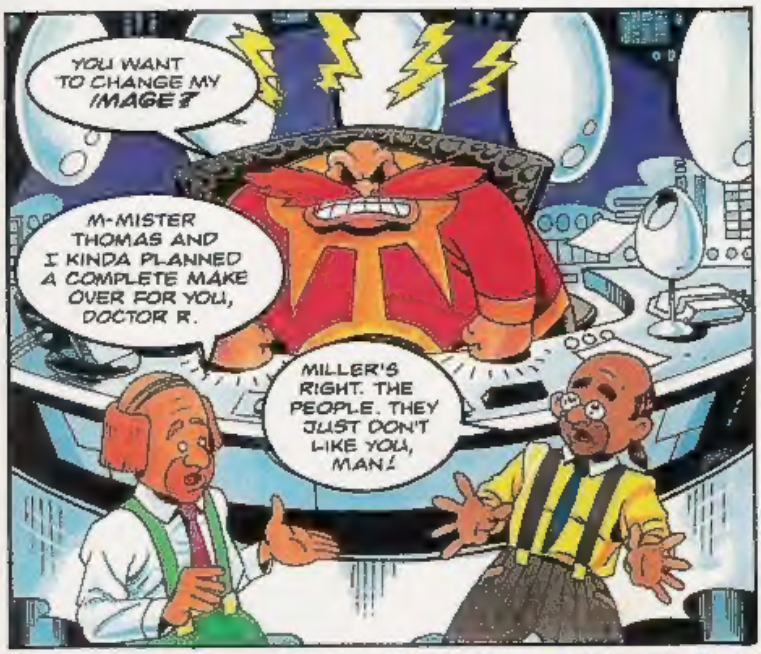
CEDRIC!
MUM!
UH OH!


HEY, KID. DIDN'T YOUR MOTHER TELL YOU NOT TO PLAY WITH SHARP OBJECTS!

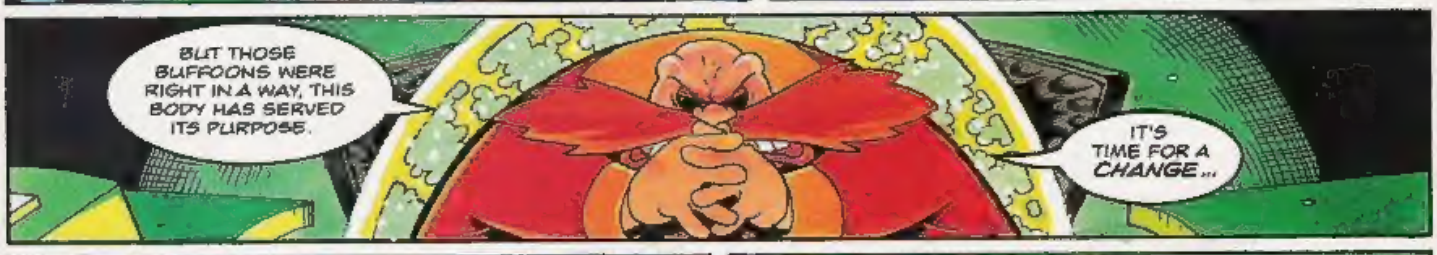

NICE WORK, SONIC, NOT A SCRATCH ON ANYONE!
NOT NICE ENOUGH, BUD. LOOK, THE BADNIK'S ARE WARPING OUT, HEADING BACK TO ROBOTNIK IN THE SPECIAL ZONE!

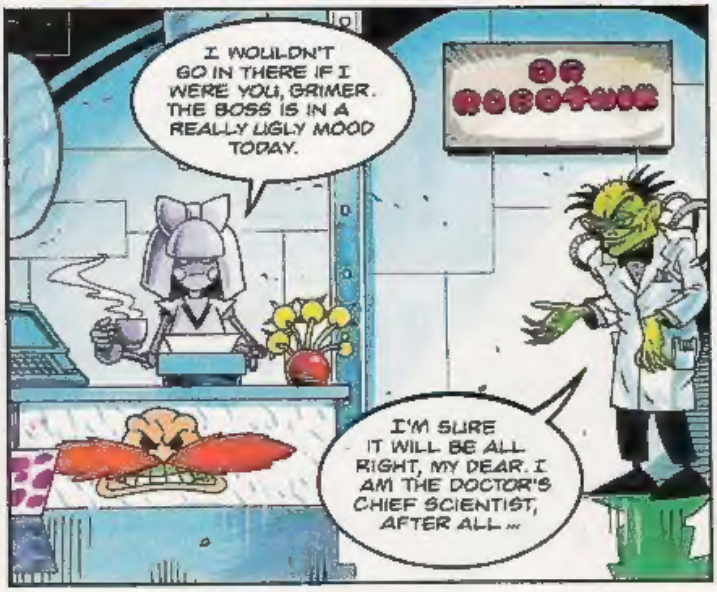
AMY GOT HERSELF INTO THIS — BUT SHE'S GOING TO EXPECT US TO GET HER OUT!
WOMEN!

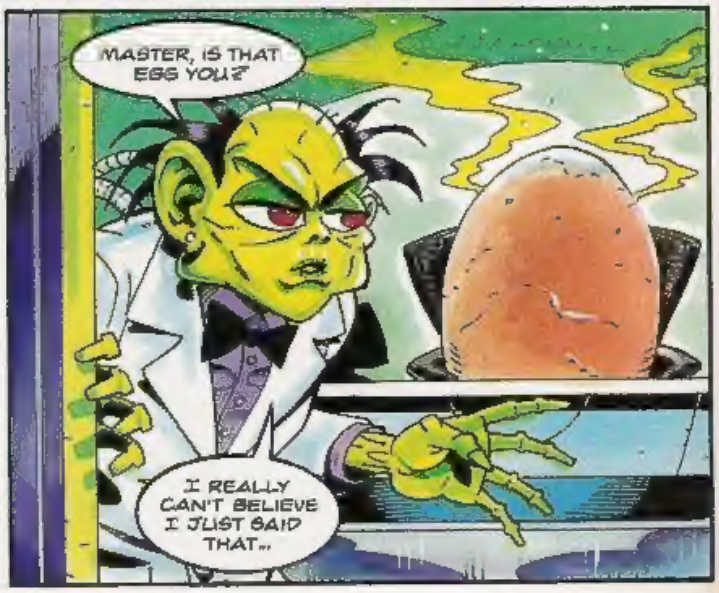

THE SPECIAL ZONE. HEAD-QUARTERS OF A CERTAIN DESPISED DICTATOR...
WHAT?

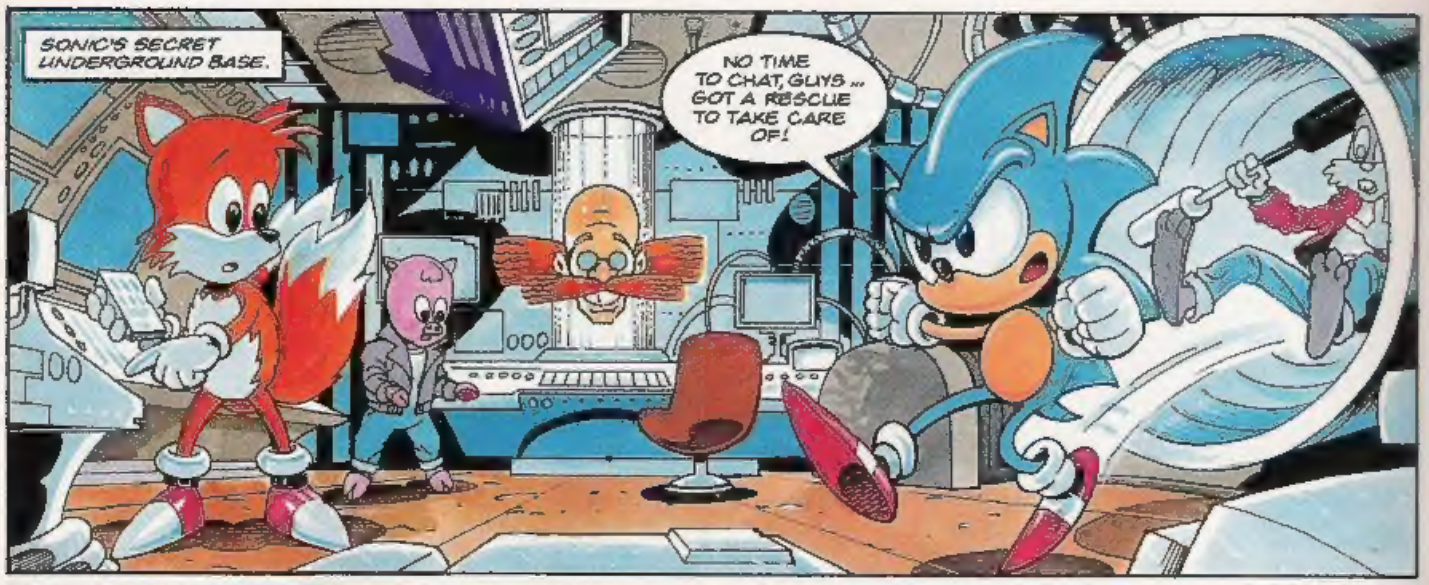

YOU WANT TO CHANGE MY IMAGE?
M-MISTER THOMAS AND I KINDA PLANNED A COMPLETE MAKE OVER FOR YOU, DOCTOR R.
MILLER'S RIGHT. THE PEOPLE. THEY JUST DON'T LIKE YOU, MAN!

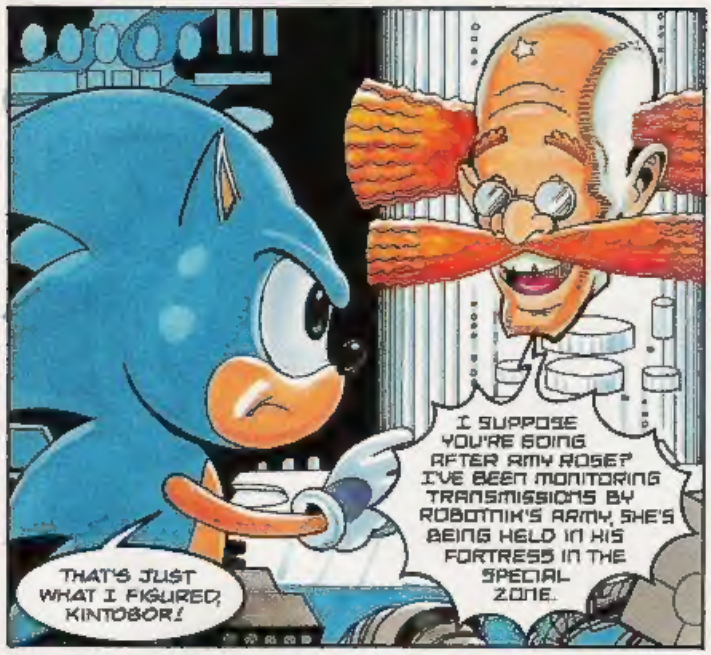
I'M A MERCILESS, POWER-CRAZED DICTATOR, YOU IDIOTS! I DON'T CARE WHETHER THE PEOPLE LIKE ME OR NOT!
HEY, GOOD POINT DOC!

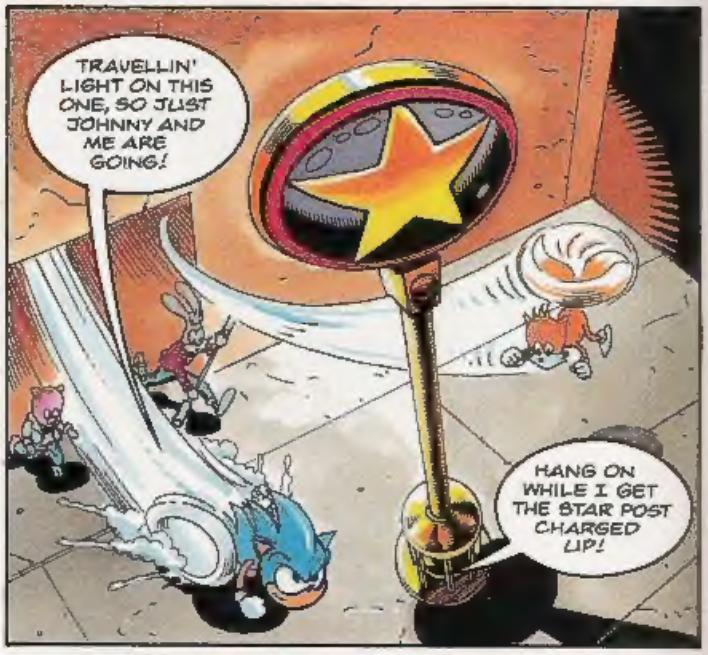

BUT THOSE BUFFOONS WERE RIGHT IN A WAY, THIS BODY HAS SERVED ITS PURPOSE.
IT'S TIME FOR A CHANGE...


I WOULDN'T GO IN THERE IF I WERE YOU, GRIMER. THE BOSS IS IN A REALLY UGLY MOOD TODAY.
I'M SURE IT WILL BE ALL RIGHT, MY DEAR. I AM THE DOCTOR'S CHIEF SCIENTIST, AFTER ALL...

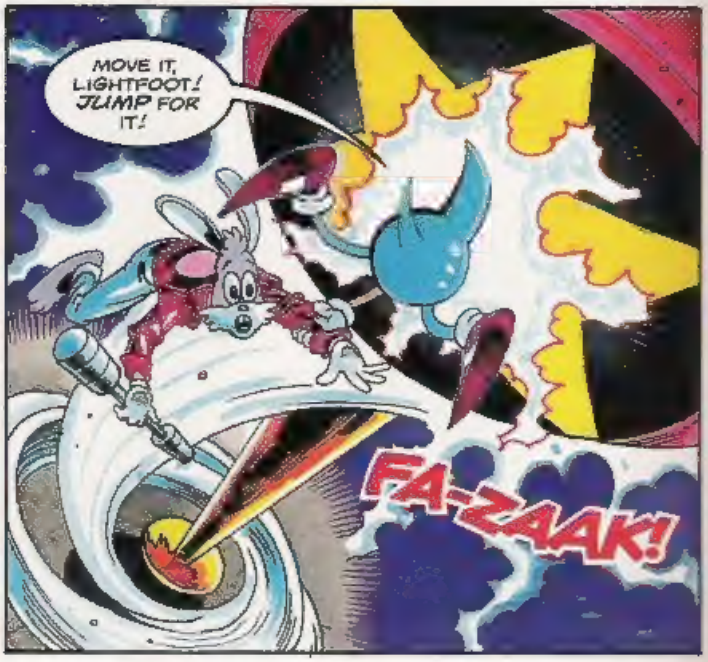

MASTER, IS THAT EGG YOU?
I REALLY CAN'T BELIEVE I JUST SAID THAT...

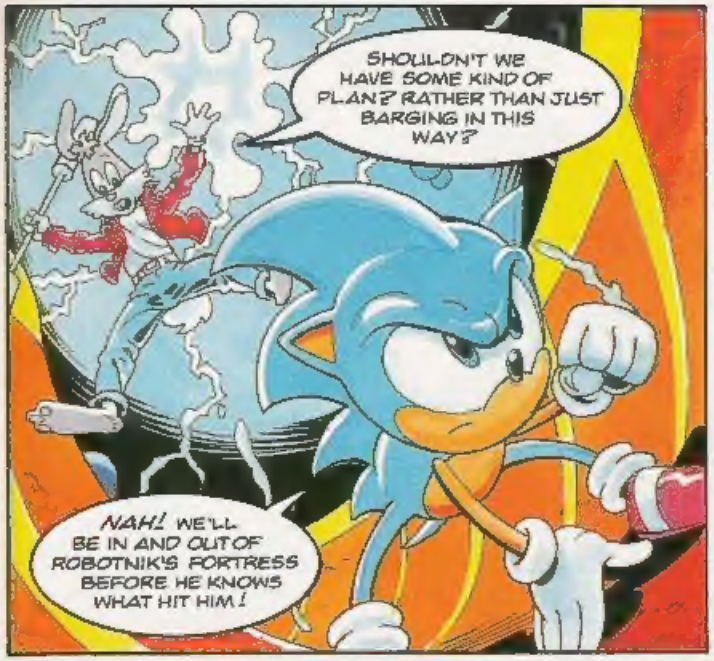

SONIC'S SECRET UNDERGROUND BASE.
NO TIME TO CHAT, GUYS ... GOT A RESCUE TO TAKE CARE OF!

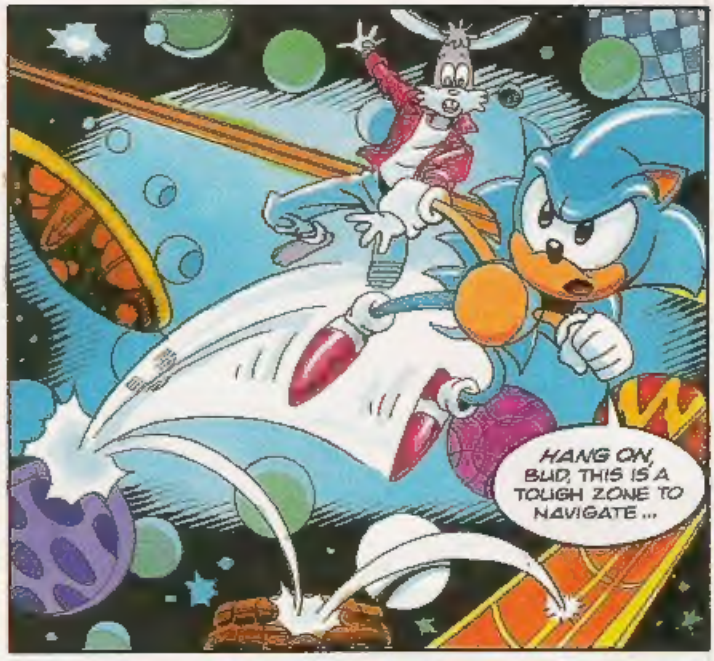

I SUPPOSE YOU'RE GOING AFTER AMY ROSE? I'VE BEEN MONITORING TRANSMISSIONS BY ROBOTNIK'S ARMY, SHE'S BEING HELD IN HIS FORTRESS IN THE SPECIAL ZONE.
THAT'S JUST WHAT I FIGURED, KINTOBOR!

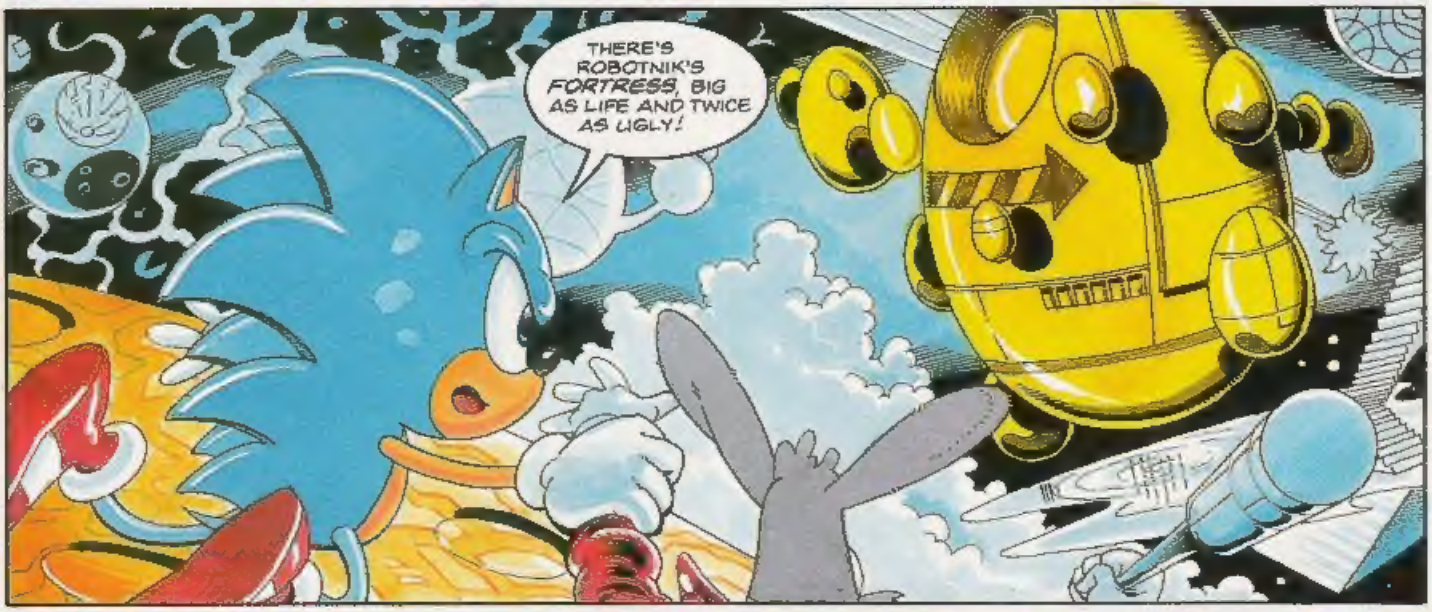

TRAVELLIN' LIGHT ON THIS ONE, SO JUST JOHNNY AND ME ARE GOING!
HANG ON WHILE I GET THE STAR POST CHARGED UP!

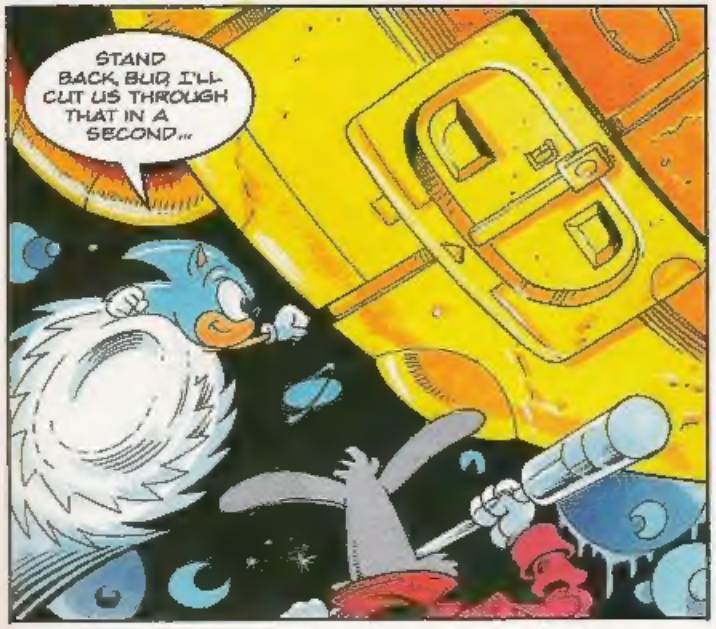
I'M NEVER GOING TO GET USED TO USING THESE STAR POSTS FOR HOPPING BETWEEN ZONES!


MOVE IT, LIGHTFOOT! JUMP FOR IT!
FA-ZAAK!

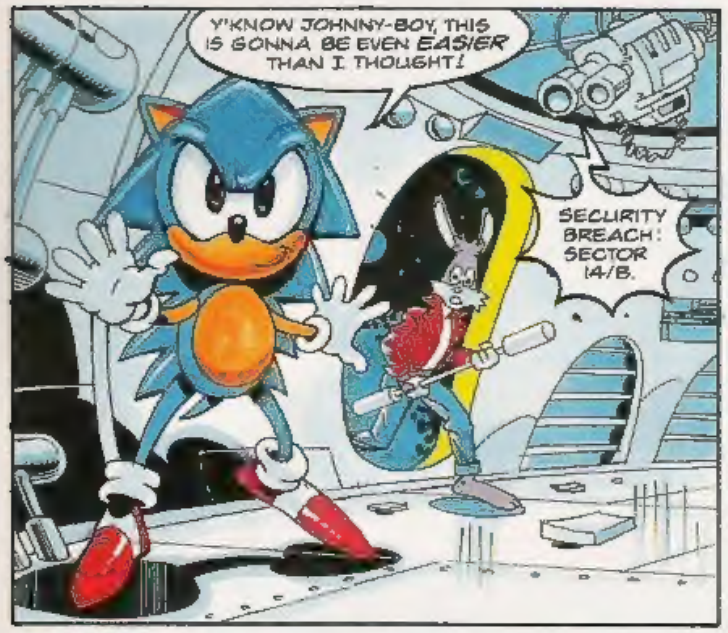

SHOULDN'T WE HAVE SOME KIND OF PLAN? RATHER THAN JUST BARGING IN THIS WAY?
NAH! WE'LL BE IN AND OUT OF ROBOTNIK'S FORTRESS BEFORE HE KNOWS WHAT HIT HIM!


HANG ON, BUD, THIS IS A TOUGH ZONE TO NAVIGATE...


THERE'S ROBOTNIK'S FORTRESS, BIG AS LIFE AND TWICE AS UGLY!


STAND BACK, BUD, I'LL CUT US THROUGH THAT IN A SECOND...

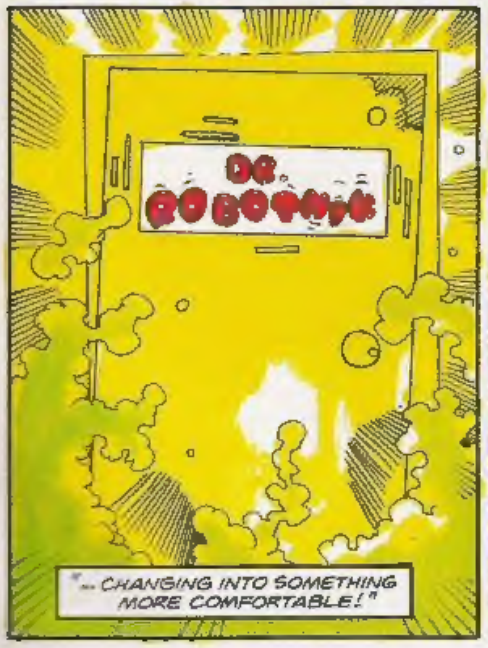
SKREEKTCH!
BZZZZZZZZ!

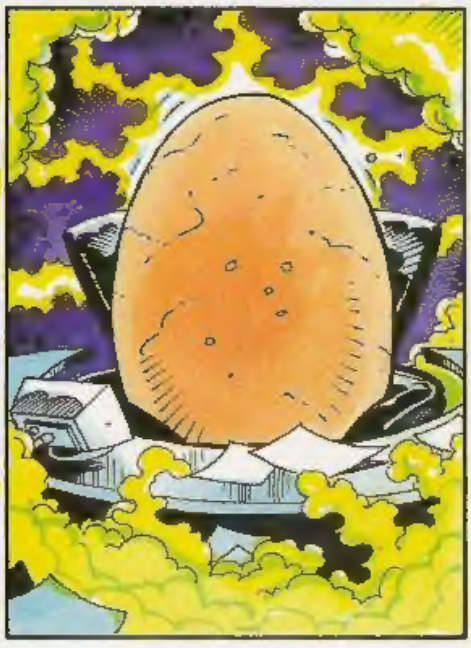

Y'KNOW JOHNNY-BOY, THIS IS GONNA BE EVEN EASIER THAN I THOUGHT!
SECURITY BREACH! SECTOR 14/B.

AUTOMATIC DEFENCES ACTIVATED.
I JUST MAY HAVE SPOKEN TOO SOON...

SEE? I TOLD YOU WE SHOULDA HAD A PLAN!
SURE SONIC, IF YOU SAY SO.

WELL WELL, WHAT HAVE WE HERE?
I'M SORRY THE GOOD DOCTOR CAN'T GREET YOU PERSONALLY BUT HE'S, AH JUST...


DR. ROBOTNIK
"...CHANGING INTO SOMETHING MORE COMFORTABLE!"



KRKKK!
NEXT ISSUE: THE NEW ROBOTNIK!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: Steve May & David Gibbon.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

- under 40% - Yawnsville
- 40 - 70% - Normalville
- 70 - 80% - Fun City
- 80 - 90% - Big Time City
- over 90% - Mega City!

INTERNATIONAL RUGBY

game type: SPORTS
1-2 PLAYERS

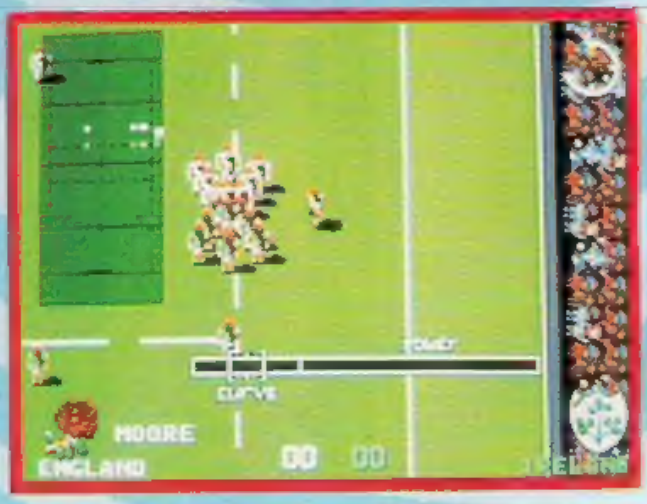
MD

If you're aware of the All Blacks or Will Carling, you'll probably be a fan of that egg-shaped ball game called Rugby. Many have tried to come up with a winning console version, but most have failed to produce a decent enough product to gain merit.

International Rugby is Domark's latest release under their *Champions of Sport* label. You are initially presented with an option menu featuring seven icons. These offer you the choice of selecting the squad, playing a friendly, looking at fixtures, selecting teams from a total of 16, entering another options screen, or starting a match in a chosen tournament or tour. The World Cup and the Five Nations tournaments are included, as well as friendlies, or tours, where you get to play in the British Isles, Europe, Australasia or America.

Once the game is underway, it looks very similar to *Sensible Soccer/Super Kick-Off*. The match is played on a vertical pitch, and you control the man nearest to the ball indicated with an on-screen arrow. From here, you can run with the ball, pass it to a team-mate, kick the ball up the pitch, and so on to eventually attempt a Try, which is worth five points; regular Rugby rules are incorporated into the game.

International Rugby did not appeal to me personally. Although, it is the best Rugby game available, I didn't find it addictive enough to keep coming back for more. The control system for passing the ball is too slow for a fast-moving game like Rugby. Consequently, you usually end up losing the ball, and tackling is far too slow. This game is purely for avid Rugby fans. If you're a gamer looking for an addictive sports game - forget it! - DG



FAST FAX

PUBLISHER	PRICE
DOMARK	£39.99

GRAPHICS	78
SOUND	73
PLAYABILITY	74

RAVES: The best Rugby game yet!

GRAVES: Only for avid fans of the game.

OVERALL 76%

MICRO MACHINES

game type: ACTION
1-2 PLAYERS

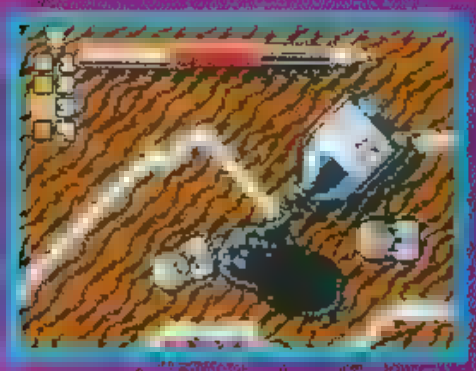
MS GG

Codemasters' first ever Mega Drive release created a big stir in the games industry as gaming publications (including your very own STC), gave it genuinely deserved ratings that were high in the nineties for playability. Until now, Master System and Game Gear owners have been denied this masterpiece of game design, but you lucky people won't have to wait any longer as **Micro Machines** is here.

The object of the game is to race around tracks using an overhead view, in miniature vehicles on such surfaces as a pool table to a desktop, knocking out each driver, or a friend, until you become champion. The vehicles range from powerboats and sand buggies to sports cars, and the latter can even perform daring jumps from one table to another. Eleven different drivers are featured, with each one having variable skills and personalities.

The only real difference between the Mega Drive version of **Micro Machines** and these, is that the choppers have been taken out along with a couple of tracks. However, you never really miss them and the game plays just as good as it does on the Mega Drive.

The fun-filled two-player option remains for both systems with even the Game Gear allowing two-players on the one machine. One player

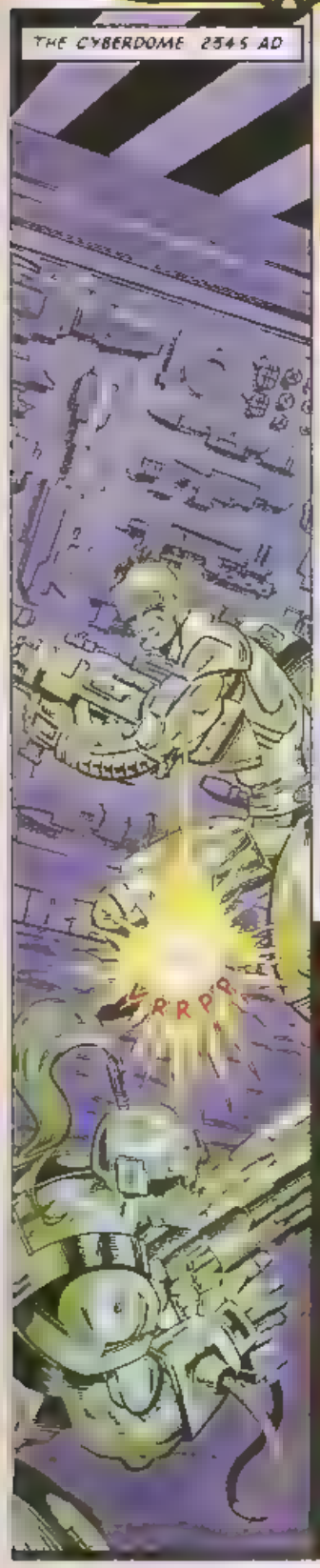


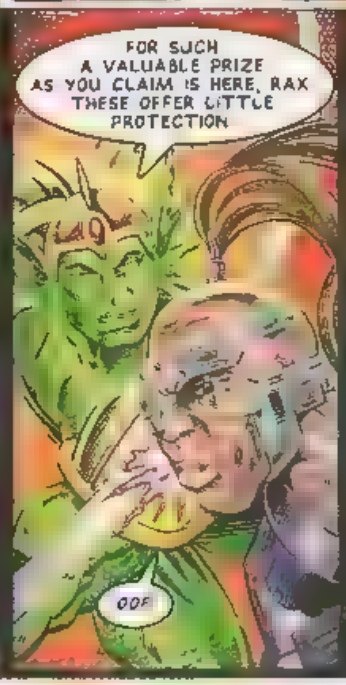
GENERAL CHAOS

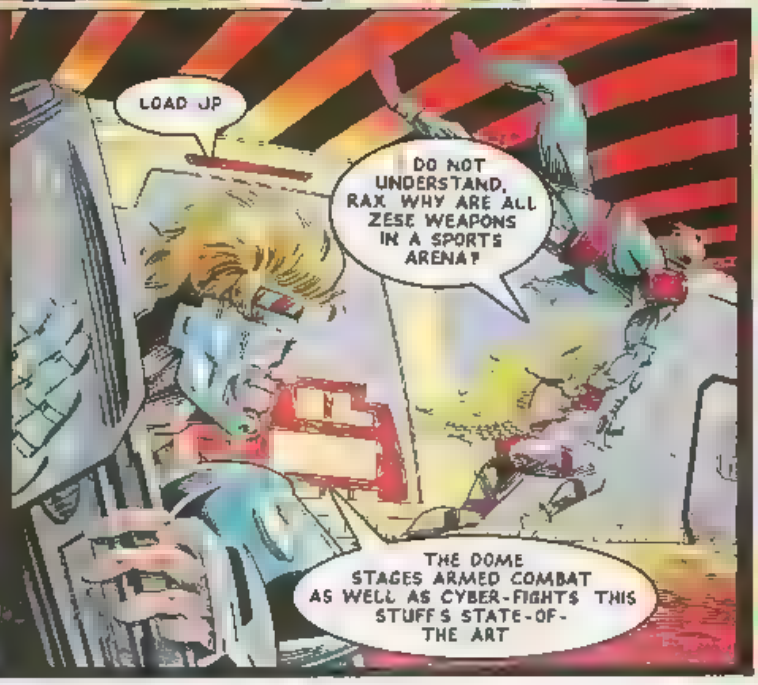
game type: ACTION
1-4 PLAYERS

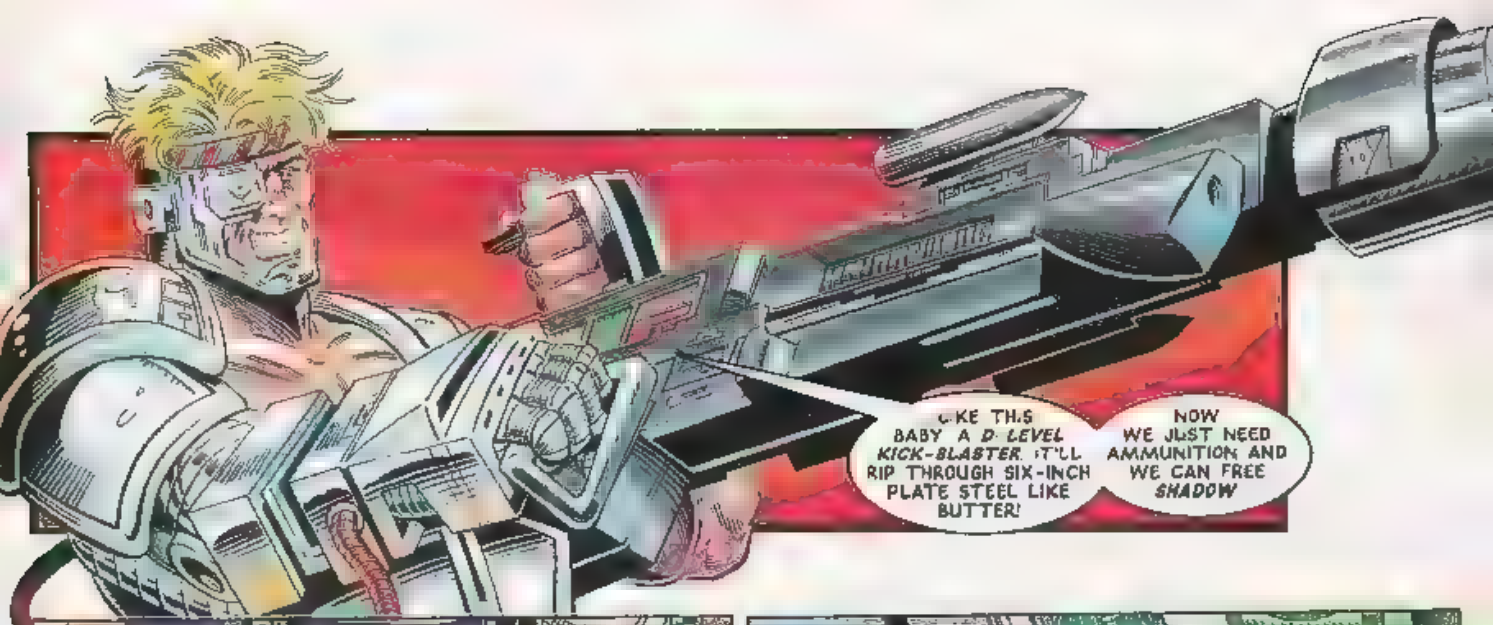
ETERNAL CHAMPIONS

PART 3









TOKYO, 1994. ARMS DEALER NAKANO HOLDS THE REMAINING CHAMPIONS

SHADOW YAMOTO, AS A CORPORATE ASSASSIN, YOU WERE A THORN IN MY SIDE. NOW YOU ATTEMPT TO DISRUPT MY BIO-KEY RESEARCH.

AS YOU REFUSE TO DIVULGE YOUR MOTIVES OR YOUR PAYMASTERS, YOU MUST UNDERGO THE MIND SCAN.

ARRGGH!

SOON WE WILL LEARN YOUR INTEREST IN MY NEW BIO TECHNOLOGY

GRRR!

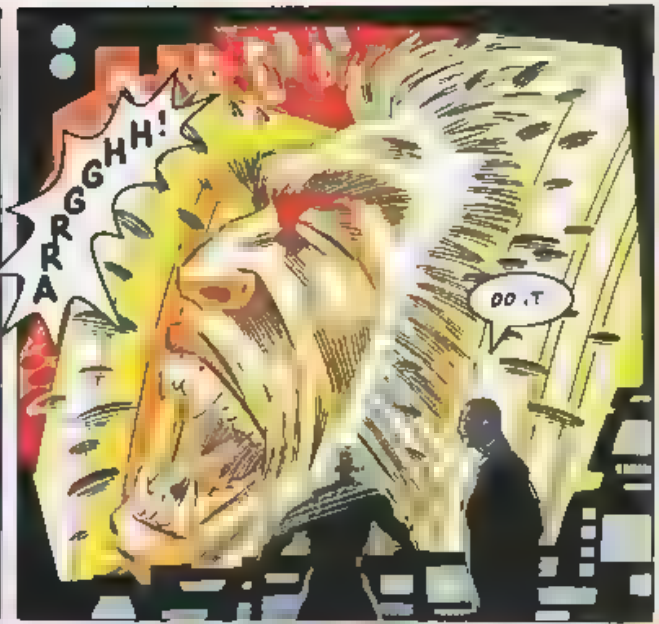
THOUGH PERHAPS YOU MERELY SEEK A LITTLE GENETIC EVOLUTION OF YOUR BESTIAL COMPANION

BRAIN SCANS REVEAL NOTHING, NAKANO. I BELIEVE SHE SHIELDS HER THOUGHTS WITH NINJA MIND CONTROL

THEN SCAN THE OTHERS. IT IS IMPERATIVE WE REGAIN THOSE MILITARY SECRETS

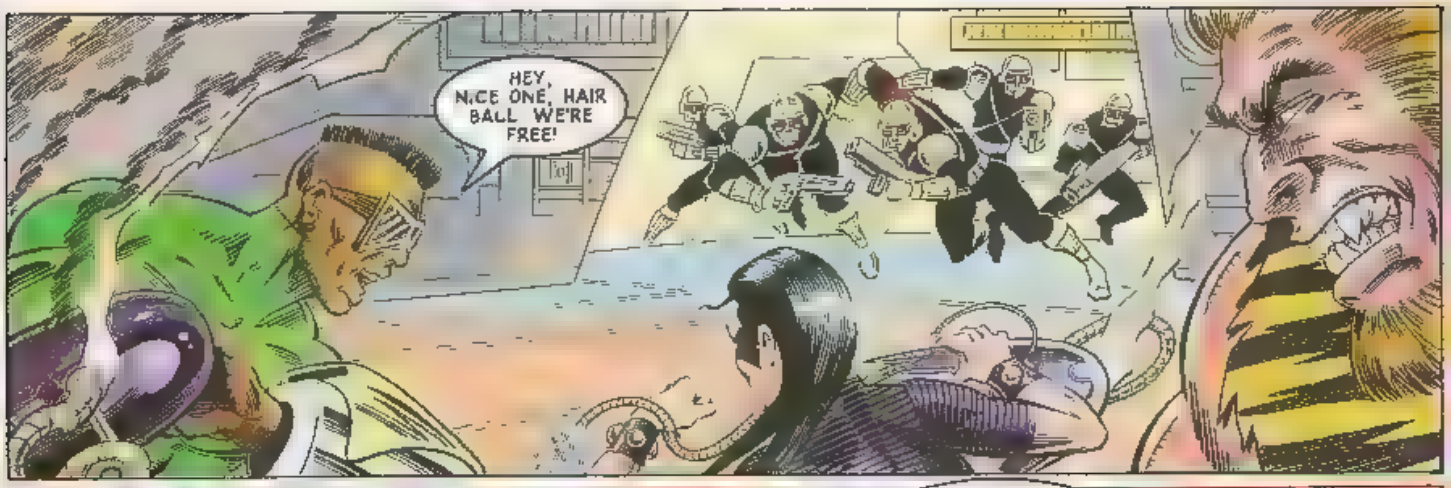
HMM THE AMERICAN SEEMS TO HAVE LITTLE KNOWLEDGE OF OUR PLANS
AND THE MAN BEAST?
IT'S HAZY SHOWING FIRE

BAH! THEY CANNOT HOLD OUT ON US FOREVER TURN THE POWER TO MAXIMUM
BUT NAKANO, THAT LEVEL COULD WIPE HIS MIND


ARRGGHH!
DO IT

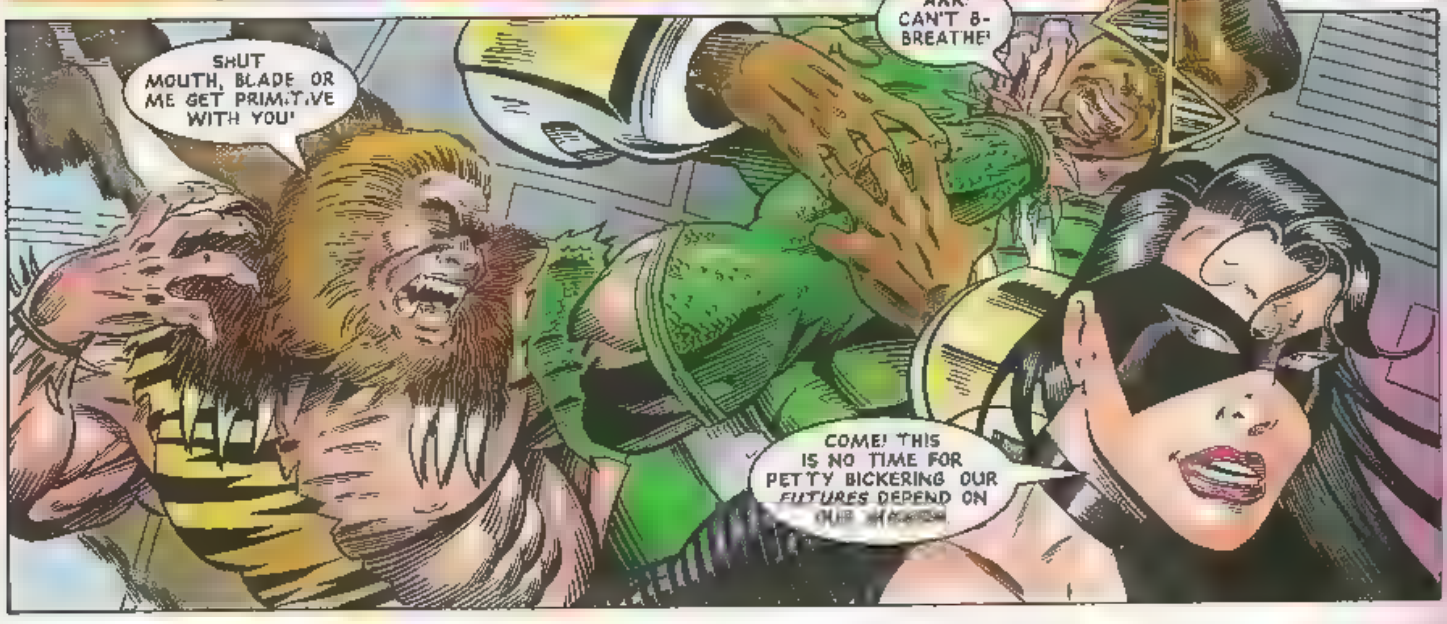
"IT IS TOO MUCH, NAKANO THE MACHINE IS OVERLOADED!"
STOP YOUR WHINING! GIVE ME MORE POWER!"

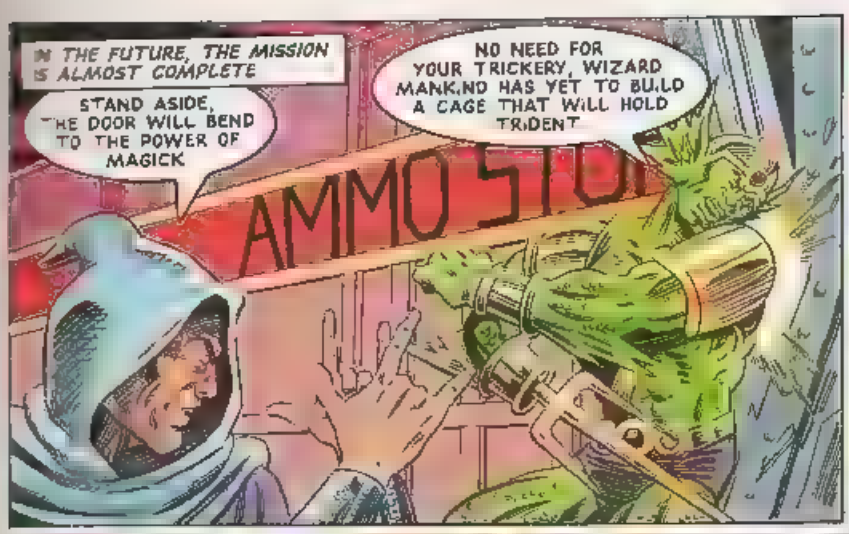
KA-BOOOM!
TOO MUCH
WHA ? GUARDS

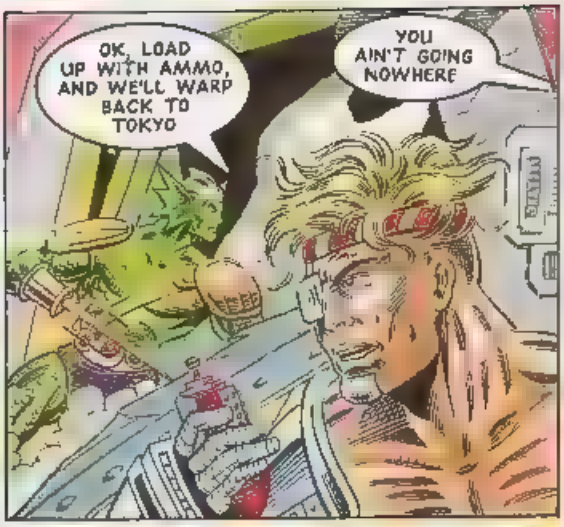

HEY, NICE ONE, HAIR BALL WE'RE FREE!

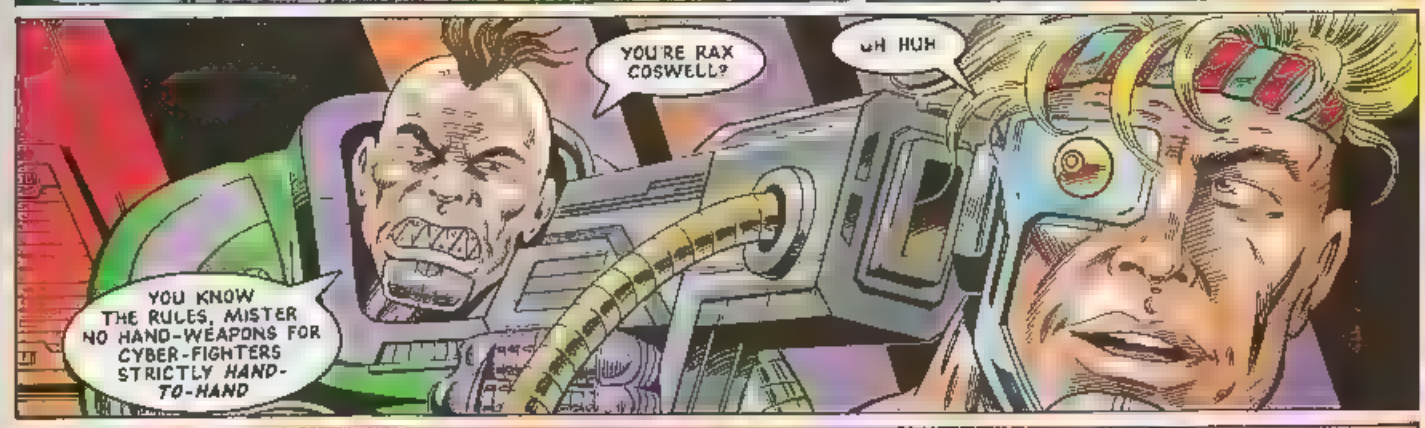
YOU SEE THAT, SHADOW? THEY HAVEN'T *BUILT* THE MACHINE YET THAT COULD *FIND* THE PRIMATE'S BRAIN

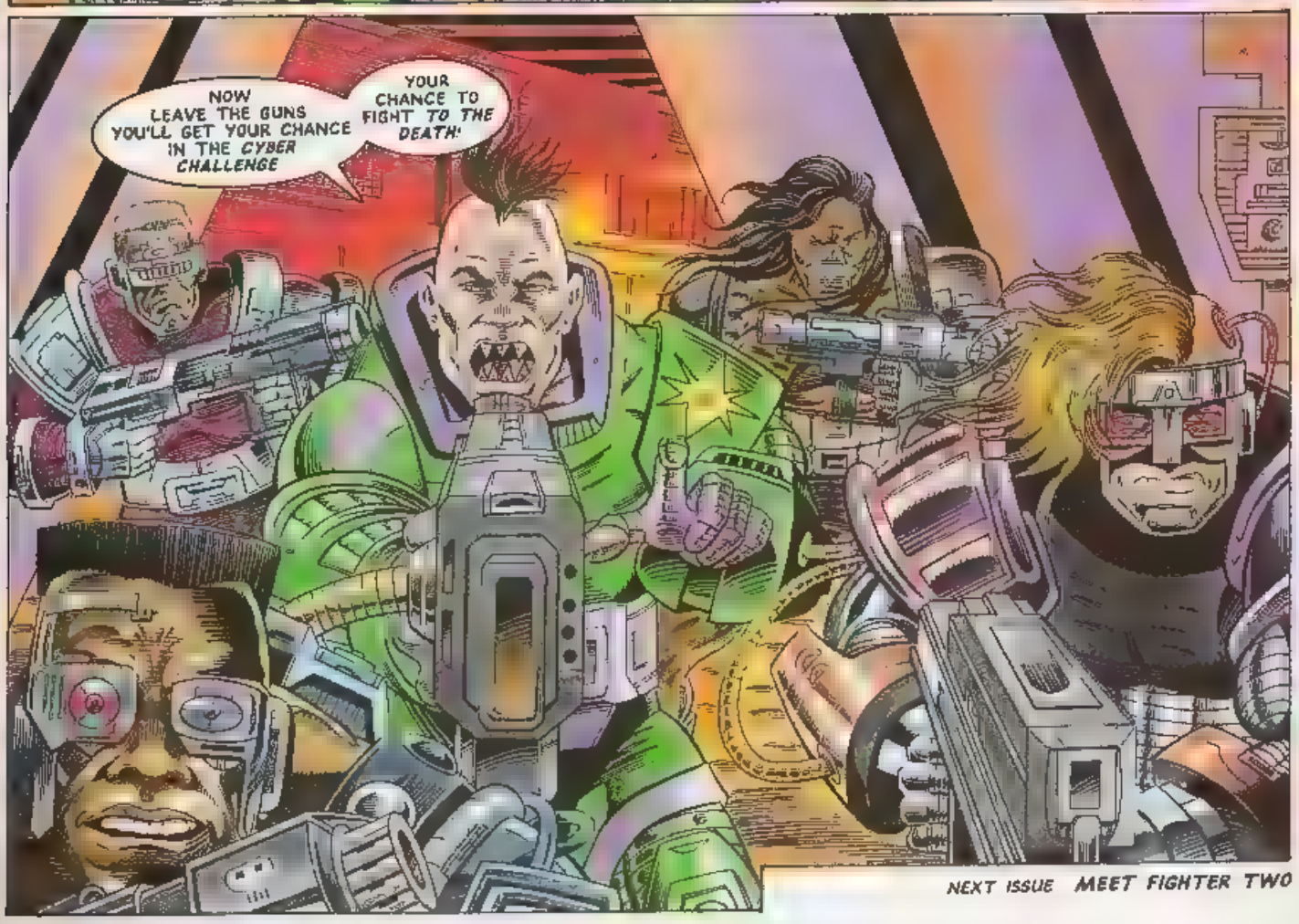
GRR. BLADE TALKS TOO MUCH SLASH IS NO FOOL. KNOW CHAMPIONS MUST KEEP SECRET FROM NAKANO
SURE, SLASH YOU'RE A REGULAR INTELLECTUAL


SHUT MOUTH, BLADE OR ME GET PRIMITIVE WITH YOU!
AKK! CAN'T B-BREATHE!
COME! THIS IS NO TIME FOR PETTY BICKERING OUR *FUTURES* DEPEND ON









NEXT ISSUE MEET FIGHTER TWO

NEWS Zone

VIRGIN GETS INTER-ACTIVE

Even bigger games to come in '94

After a mega-successful 1993 Virgin have no plans to sit back and take it easy this year. Here are just some of the goodies to come from one of the most active companies in the business.

• Too young or too sensible, or both, to waste money gambling? Find out with **Caesar's Palace** for the Game Gear. Virgin's collection of simulated card games and slot machines is almost complete, although a release date has not yet been set.

• This Easter, Mega CD owners can look forward to conversions from two of Virgin's Mega Drive best-sellers **Heart Of The Alien**, **Another World II** and **Terminator**, both enhanced to suit the CD format.
Another World II comes complete with the *Another World* adventure (in which scientist Lester Chaykin is transported on to an alien planet), plus there's a whole new game in which you play the part of Buddy (the alien character who befriends Lester Chaykin in *Another World*).
Terminator (as in the first film appearance of Arnie's cyborg) features the same blend of platforms and blasting as seen on the Mega Drive, only with notably bigger characters running around and the use of Sega's Q-Sound system.

• They aren't teenage, mutant or, indeed, turtles, but the Battletoads, three human-sized superhero toads called Zitz, Rash and Pimple, were a smash hit in their own right when they first appeared in America over three years ago. Master System owners can find out what all the fuss was about in June when Virgin release **Battlemaniacs**.

• Take part in the action of the hit movie **Demolition Man** this Summer. Currently approaching completion on the Mega Drive and Mega CD is **Demolition Man**, the game Virgin have chosen to adopt two different game styles (for which the movie's two stars, Sylvester Stallone and Wesley Snipes agreed to be filmed and digitised in action): the Mega CD version is a first person shooting gallery along the lines of *T2 The Arcade Game*, while the gameplay is more platform intensive on the Mega Drive.

• Virgin's long awaited Mega Drive version of Disney's animated classic **Jungle Book** is now due for release in July. Mowgli's perilous journey through ten levels of jungle has been in development for over a year, but now the team responsible for the Master System and Game Gear versions have taken over from Virgin in the USA.

• Finally, staying on the Disney theme, work is well underway to bring Disney's next animated adventure **The Lion King** to the Mega Drive and Mega CD. The team responsible is not the same as the previous Virgin Disney Sega hit *Aladdin*, but all those involved reckon that this platform based action will be even better. The film opens in the UK towards the end of this year, and Virgin are attempting to complete the game in time for a simultaneous release.

SIGNAL WARNING

Hurricanes tackle new soccer approach

The Hurricanes are coming from US Gold in July. Based on the US TV cartoon series of the same name (currently being shown over here in some ITV regions), Hurricanes takes a different approach to the familiar soccer sim game. It follows the adventures of a soccer team inherited by a girl from her father. The different characters from around the world have their own special skills and in each episode they take on the Gorgon team, who are after their [illegible]. The game-plot is that the Hurricanes survived a plane crash on their way to a match with the Gorgon team. If they fail to get to the pitch on time, the bad guys will win and take control of the Hurricanes. Boo, hiss, etc. The Hurricanes have to exert their soccer skills to defeat an assortment of adversaries (including the Gorgons). Levels include the [illegible] deserted ghost town, plus there [illegible] obstacles (such as spikes), to negotiate.

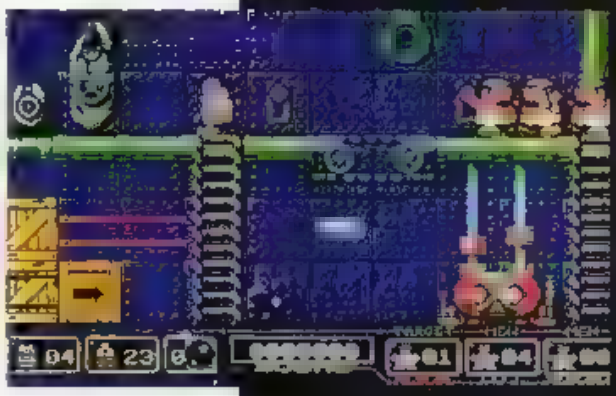
EGGS WITH EVERYTHING

Codemasters serve up tasty new games

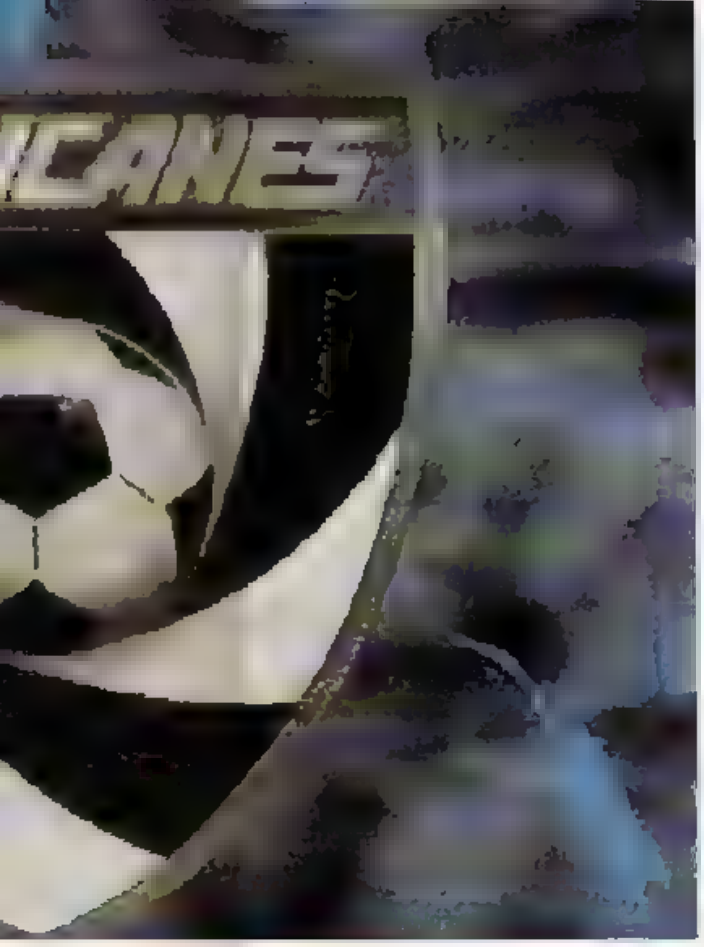
Codemasters' eggy star Dizzy is limbering up for his next release (due Easter, appropriately enough). **The Excellent Dizzy Collection** is not one, not two, but three complete - and completely different - games on one cartridge for the Mega Drive, Master System and Game Gear. *Dizzy The Adventurer* is an arcade adventure, while *Go! Dizzy, Go!* sees Dizzy and his girlfriend Daisy pushing and shoving their way around five worlds of arcade action, and *Panic! Dizzy* is comprised of three types of puzzle action. Egg-cellent!

Two newer Codemasters characters are set to make their first appearances on the Mega Drive. First up in June is Kevin Codner in **Sink Or Swim**. The puzzle action is set on a sinking ship and it's up to you to help Kevin to help the Dim Passengers reach safety. Features include switches, buttons, conveyor belts and fire.

Making his debut this Autumn is **Smartvark!**, a TV super aardvark(!), who tackles adversaries from television programmes and films (such as mad scientists and vampires). A two-player option provides a novel twist.



It's the pun-believable Kevin Codner in Sink Or Swim!



SOCCERMANIA PART 2!

Non-stop football action on the cards

Thought STC's Soccermania Review Zone Extra (see last issue) had the soccer simulations covered? Not so. There's more, much more to come. Four more titles are heading your way.

• **World Cup USA 94** from US Gold. The official game due for release on all Sega formats this May.

• **Kick Off III** from Imagineer. Released for the Mega Drive at some May. The Kick Off series is legendary on home computer circuits, and here's your chance to find out why. **Kick Off III** is being written by Steve Screech, one of the original Kick Off team, the other half Dino Dini is working on Virgin's **Goal!** for the Mega Drive. It's a complete overhaul of the original game with loads of new features, such as a 'the ball' control, including back passing, professional fouls and the offside trap. Teams which, according to a spokesperson, generally play [illegible] only.

• **World Soccer 94** from Codemasters. Released for the Mega Drive in June. The latest in the Master Sports series of sports simulations with a television show [illegible] including presenters and commentators – features special [illegible] and, no surprises here, a World Cup competition.

• **Sensible Soccer** for the Mega CD. With the Mega Drive version already [illegible] an enhanced CD incarnation is in the works. However, [illegible] being beefed up and when it's being released by Sony Imagesoft [illegible] to be revealed.

SHORT BURSTS

BLUE MEANIES

La la lala lala lala la la . . . Yes, it's the Smurfs (what! you don't recognise the tune?). These blue 'adorables' are coming to the Mega Drive, Master System and Game Gear, from none other than French publisher Infogrames. Expect to see the platform action in July.

MORE SONY MEGA CD

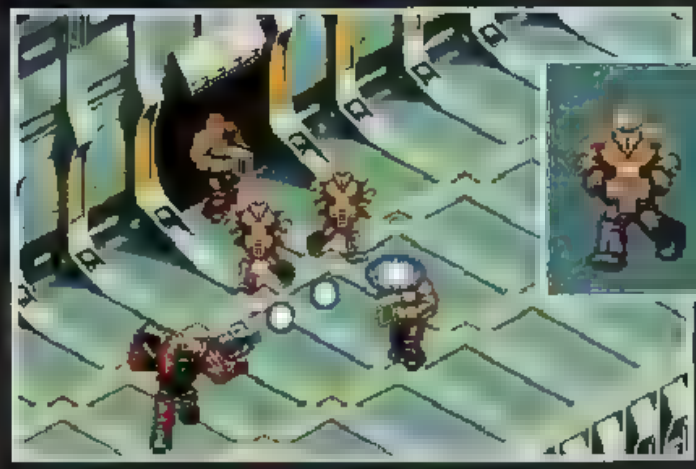
Sony Imagesoft's Sega releases have been thin on the ground to date, but the situation is set to change this year with **Ground Zero, Texas** (see last issue's News Zone), and **Flashback** - both for the Mega CD. The Mega Drive version of **Flashback** (from US Gold), is getting on a bit now, and despite its high quality, enhancements are being made, though no-one will reveal just what yet. **Flashback** has five large levels to explore; each one full of platform arrangements to negotiate, bizarre alien creatures to combat, characters to question, and cash and groovy gadgets galore to collect and use. The animation of the main character, Conrad Hart, is impressive. His remarkable repertoire of actions includes walking, running, jumping, climbing, rolling, crouching, skidding to a halt, inching forward, [illegible] picking up objects and throwing them, and shooting.

JOLLY GREEN GIANT

Platforms and punching are the order of the day with everyone's [illegible] big, ugly, muscle-bound superhero **The Incredible Hulk**. Leading development team Probe (who are behind *Alien3* and the forthcoming *Judge Dredd*), have brought the green-skinned giant to life on the Mega Drive, Master System and Game Gear for US Gold. Release date is scheduled for June.

SKELETON KREW

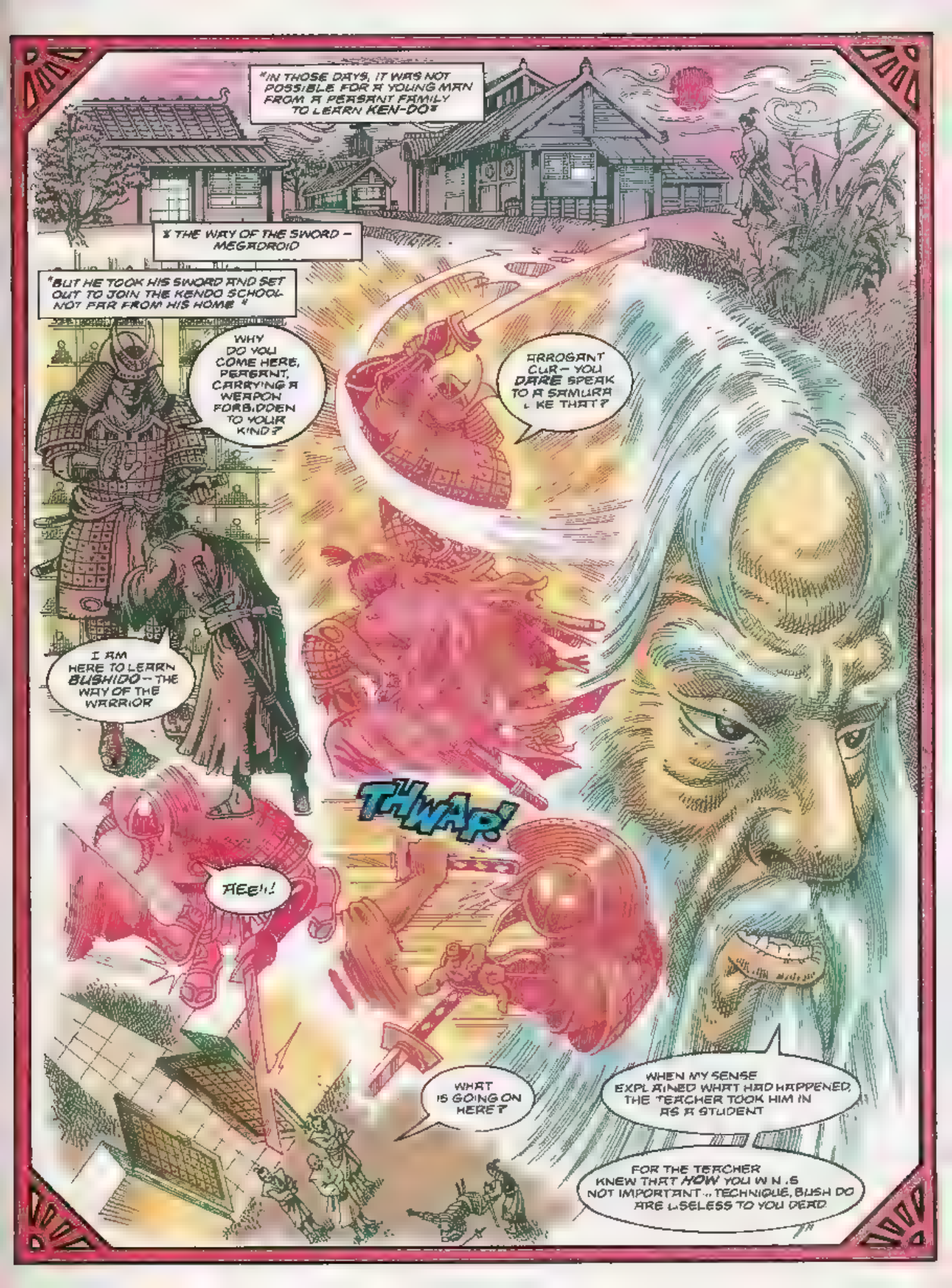
Here's a slice of the action from Core Design's forthcoming Mega Drive, **Skeleton Krew** for the Mega Drive. As you can see, the shooting is shown from an unusual perspective – and has been given a comic-style look to [illegible]

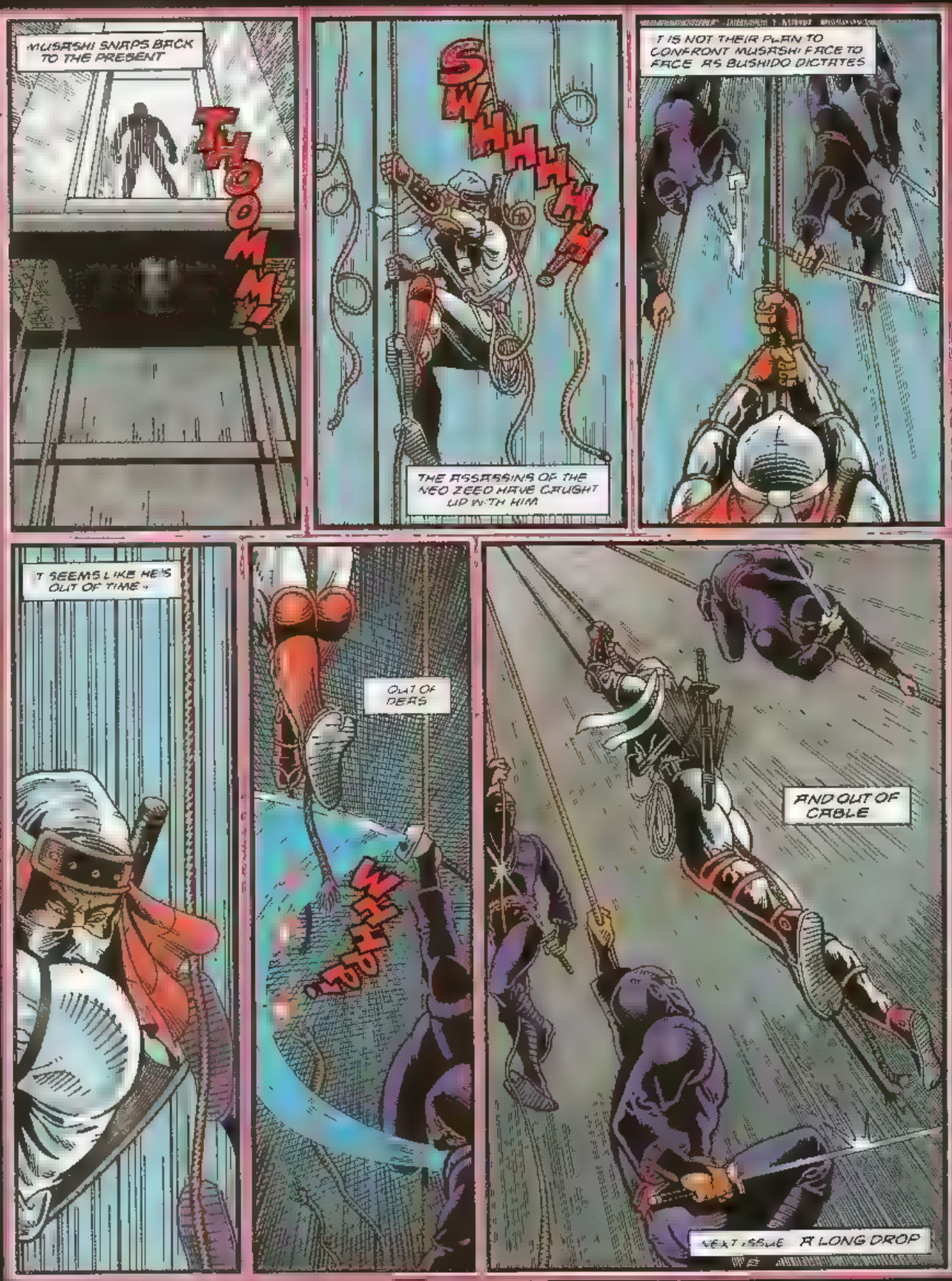


SWWSH
CHING
SECURI
THE NEO ZEED BUILDING, TOKYO
NINJA MASTER JOE MUSASHI HAD BROKEN IN, LOOKING FOR HIS KIDNAPPED LOVE NAOKO WHAT HE FOUND WAS
Shinobi
ART OF WAR
CLIK!
CLIK!
WITHOUT HIS WEAPON THE MAN IS NO LONGER A DANGER
KILLING HIM WOULD MAKE MUSASHI NO BETTER THAN THE ZEED
WITH LUCK IT WOULD BE SOME TIME BEFORE THE MAN WAS MISSED

MUSASHI'S HARAGEI* TELLS HIM THAT NAOKO IS NOT NEARBY
*HARAGEI A NINJA'S "RADAR" SENSE – MEGADROID
CERTAINLY NOT ON THIS FLOOR
HE WOULD HAVE TO TRY FURTHER DOWN THE BUILDING.
CREEEK!
THE LIFTS WOULD BE MONITORED ELECTRONICALLY THE STAIRS WOULD BE WATCHED
HERE IS ONE THER WAY DOWN
AND IT'S NOT THE EASIEST WAY

MOUNT HOTAKA, HONSHU FIVE YEARS EARLIER
HOW IS THIS, SENSEI?
KA!!!!!!!!
HHMHHHHHHH!
YOUR TECHNIQUE IS QUITE FLAWLESS, MY SON BUT TECHNIQUE HAS LITTLE TO DO WITH WINNING BATTLES
LET ME TELL YOU THE STORY OF HOW MY SENSEI CAME TO ENROL IN THE BEST KENDO SCHOOL ON HONSHU*
* THE LARGEST OF THE JAPANESE ISLANDS MEGADROID.


"IN THOSE DAYS, IT WAS NOT POSSIBLE FOR A YOUNG MAN FROM A PEASANT FAMILY TO LEARN KEN-DO"
THE WAY OF THE SWORD – MEGADROID
"BUT HE TOOK HIS SWORD AND SET OUT TO JOIN THE KENDO SCHOOL NOT FAR FROM HIS HOME."
WHY DO YOU COME HERE, PEASANT, CARRYING A WEAPON FORBIDDEN TO YOUR KIND?
ARROGANT CUR – YOU DARE SPEAK TO A SAMURAI LIKE THAT?
I AM HERE TO LEARN BUSHIDO – THE WAY OF THE WARRIOR
THWAP!
AIEE!!
WHAT IS GOING ON HERE?
WHEN MY SENSE EXPLAINED WHAT HAD HAPPENED, THE TEACHER TOOK HIM IN AS A STUDENT
FOR THE TEACHER KNEW THAT HOW YOU WIN IS NOT IMPORTANT – TECHNIQUE, BUSHIDO ARE USELESS TO YOU DEAD.


MUSASHI SNAPS BACK TO THE PRESENT
THOOMM!
SWHHHHHH!
THE ASSASSINS OF THE NEO ZEED HAVE CAUGHT UP WITH HIM
IT IS NOT THEIR PLAN TO CONFRONT MUSASHI FACE TO FACE AS BUSHIDO DICTATES
"IT SEEMS LIKE HE'S OUT OF TIME"
OUT OF DERS
WHOOL
AND OUT OF CABLE
NEXT ISSUE A LONG DROP

Q Zone

We come again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibbon, and his operators are standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

THUNDERHAWK

Tips

MCD

Thunderhawk is the best game to see the light of day on Sega's CD system, and it's proving immensely popular. The game includes superb animation and, if you're not careful, it can be very addictive. Here's a useful cheat to know:

1. To gain infinite missiles and armour, first shoot any of the missiles and pause the game. Press and hold start then push Up, Right, Left and Down on the joypad. Release start and select missiles. You are now set to become a **Thunderhawk** whizz!

SONIC CD

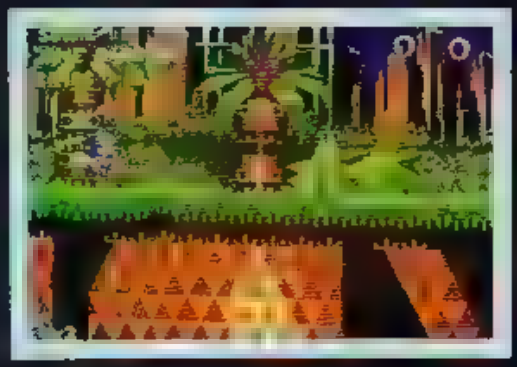
Tips

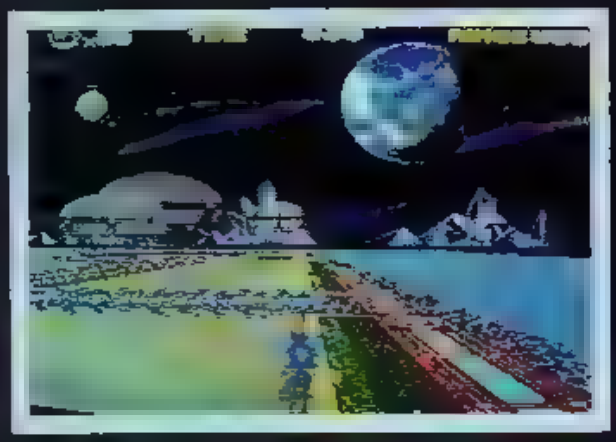
MCD

Although Tails failed to feature on Sonic's first CD outing, the Sonic CD was a big success. Just for you Boomers here's a range of cheats:-

1. When the title screen appears, press Up, Down, Down, Left, Right and B on the joypad. You'll hear a chime and a level-select menu will appear.

2. Go to the sound test option and enter: FM NO.40, PCM NO.12 and DA NO.11. Press start and begin a new game. From this point, you can enter an 'edit-mode', which enables you to alter things on the screen. Press B to activate the cheat; you'll now be able to move around the level and pressing A allows you to change shape. Press C to print a copy onto the level. By pressing B, you will return to the game. If you're in attack-mode once the cheat has been activated, you may clear the screen by jumping and pressing A and C together.





LEMMINGS

Tips

MD

These little creatures caused havoc to the lives of poor Mega Drive owners. Now they are doing the same to those of you with a 8-bit system. Help, however, is at hand.

1. When the Sega logo appears, hold down both buttons and rotate the joypad in a clockwise direction until you hear the sound of a bell; this will happen after approximately 20 rotations.

2. Select your difficulty level from the options screen, then go onto the new level box and press either Right or Left to increase or decrease the starting level. Now, press button two to reveal an '8' screen.

F1

Tips

F1 is the best racing game ever to reach these shores and it features all 12 of the official circuits from the Formula One season. The speed at which this game shifts is quite superb. Although no cheats have (as yet) been found, here are some tips to get you to the top:-

1. Always select the Novice level until you become more experienced. The higher levels will allow your car to go faster but it's much easier to crash.

2. Stick with medium wings, automatic gears and hard tyres throughout the season when you first select your car set-up (without wishing to brag I came top using this set-up!)

3. Always race the full six laps of the qualification race. This not only benefits you in gaining a good position on the start-up grid but it also teaches you where the corners are and which parts you can go top speed at.

4. Once you're into the race accelerate to top speed. Keep your eye on the map in the top-left hand corner of the screen. When you know you're approaching a tight bend slow down by hitting the brakes until you drop to about 70-80 mph immediately accelerate when you're half way around the corner.

5. When overtaking wait until you're on a piece of straight track then zoom past. It's possible to overtake on the bends and corners but you're far more likely to crash into something which will result in not only ruined tyres but you'll end up going into the pits and losing valuable time.

6. Immediately press the pit stop button when entering the pit stops. Have your finger on the accelerator button so you can get away as soon as your tyres have been repaired.

THE FLINTSTONES

Tips

This above average platformer game is now yours for the taking as I offer you two excellent cheats:-

1. Choose lives, your difficulty level, and then press A, B, C and start (all at the same time). Rotate the joypad clockwise and when the title screen appears, press start and you won't lose a single heart throughout the game. Yabba dabba doo!-

2. To gain infinite lives, choose five lives again, then press buttons A, B, C and start. Now, press Left and Right until the title screen appears. Press start, and you'll discover that when you run out of lives, nine more will miraculously appear.

ALADDIN

Tips

After my foray into the best Mega Drive platformer of 1993 - now bring you a cheat that should enable even the worst gamers in the world to complete it - hopefully.

1. To skip any level in the game at any point during play just press pause by hitting start on the joypad. Press A, B, B, A, A, B, B and A. Wow! You've just been zapped to the next level.

ZOOL

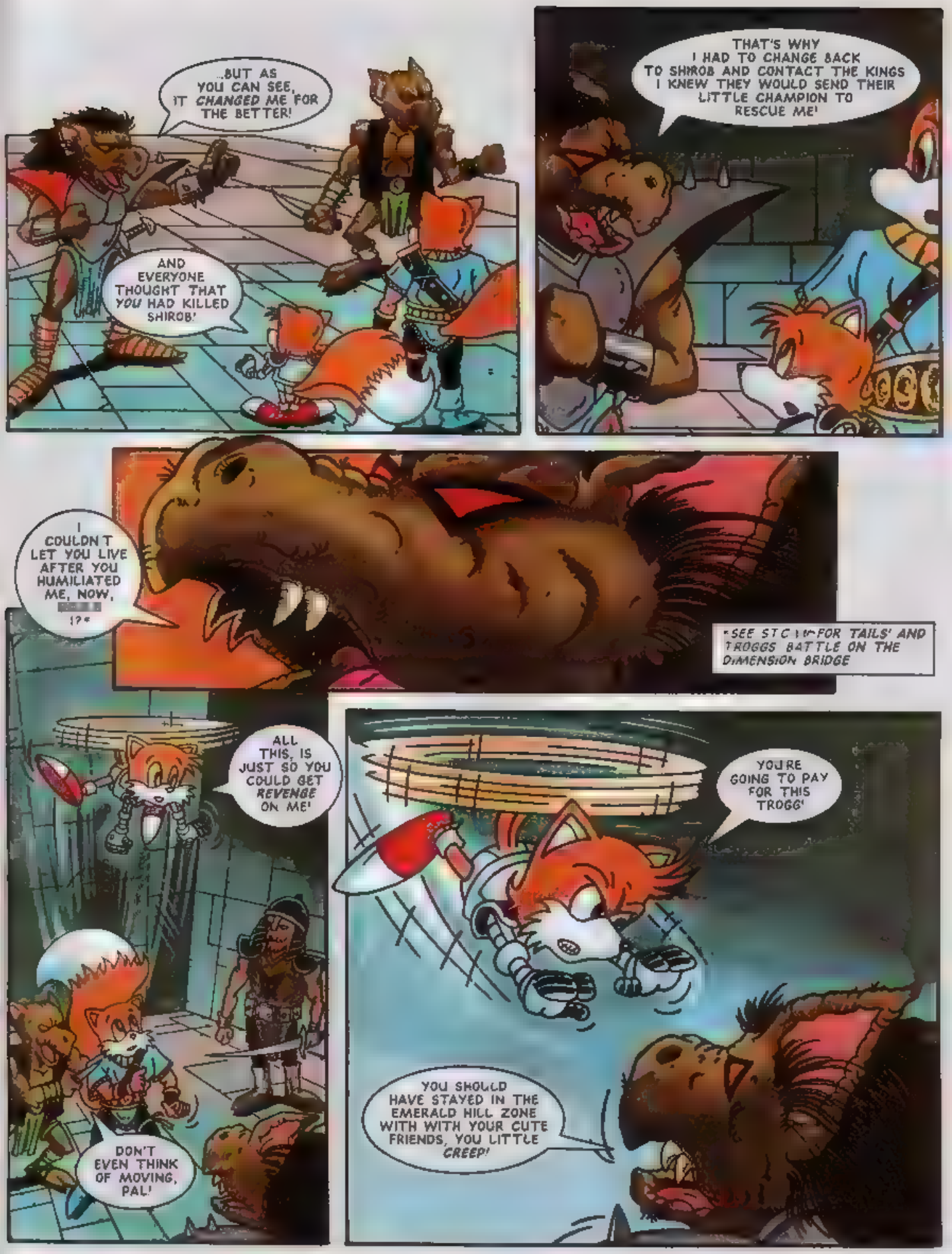
Tips

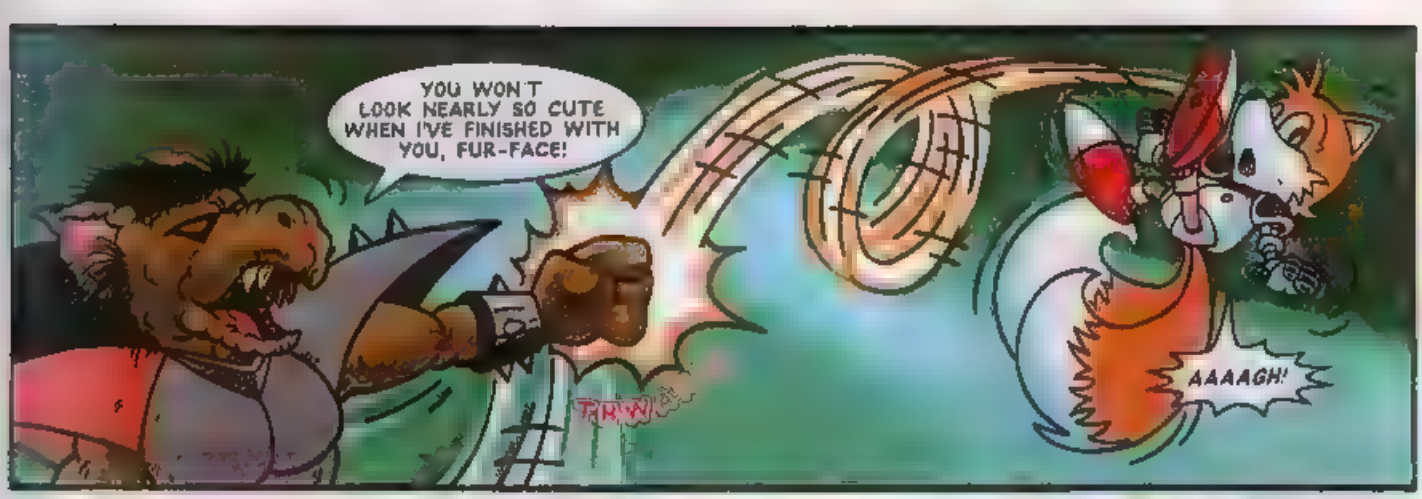
This huge Amiga hit was converted to the Mega Drive. Here are some cheats to help Zool fans on their way.

1. How would you like a full energy bar and [illegible] of time? Simply pause the game during play and keep the start button [illegible] down. Press B, A, Right, Right, A, C, Up, Down and A. Note that only three energy bars will be displayed at a time.

2. If you would like a cheat for an extra life again keep the start button [illegible]

TAILS AND ERROL BLACKTHORN'S MISSION TO RESCUE SHIROB, THE ENCHANTER KING, HAD SEEMED TO BE GOING SO WELL
SHIROB IS REALLY THE EVIL TROGG! I DON'T GET IT!
IT'S VERY SIMPLE YOU TWIN-TAILED FREAK!
ONCE I WAS KNOWN AS SHIROB.
WAS THE ELDEST OF THE ENCHANTER KINGS AND MY MAGIC WAS BY FAR THE MOST POWERFUL
Tails
"THEN ONE NIGHT I ACCIDENTALLY MADE CONTACT WITH THE EVIL ONE
"SOME MIGHT SAY THE EXPERIENCE DROVE ME INSANE."

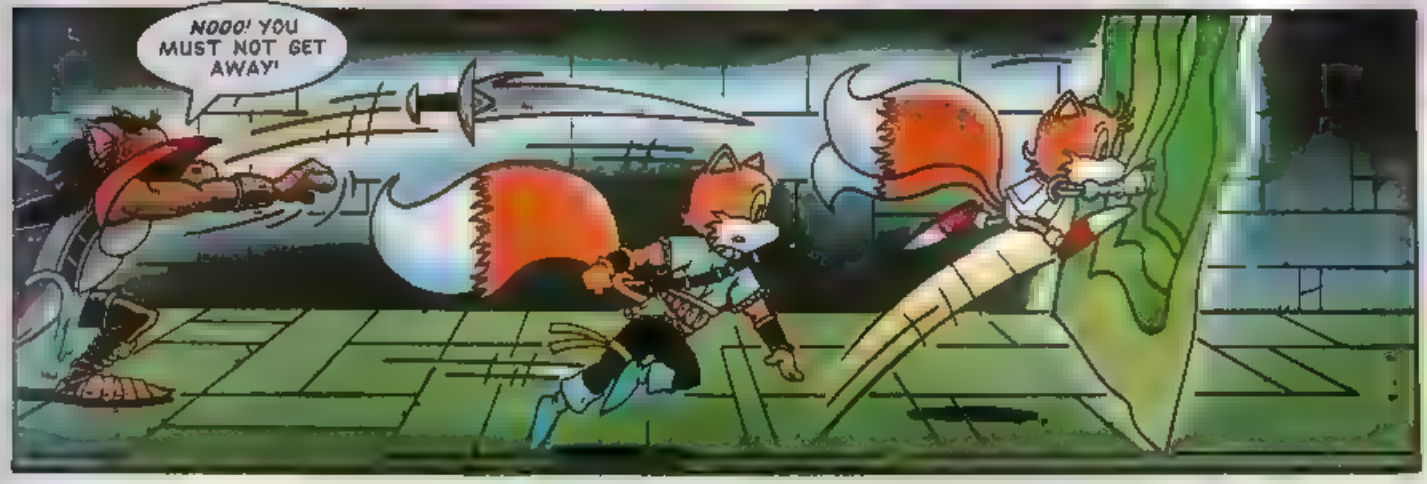

...BUT AS YOU CAN SEE, IT CHANGED ME FOR THE BETTER!
AND EVERYONE THOUGHT THAT YOU HAD KILLED SHIROB!
THAT'S WHY I HAD TO CHANGE BACK TO SHIROB AND CONTACT THE KINGS I KNEW THEY WOULD SEND THEIR LITTLE CHAMPION TO RESCUE ME!
I COULDN'T LET YOU LIVE AFTER YOU HUMILIATED ME, NOW, !?*
*SEE STORY FOR TAILS' AND TROGGS BATTLE ON THE DIMENSION BRIDGE
ALL THIS, IS JUST SO YOU COULD GET REVENGE ON ME!
DON'T EVEN THINK OF MOVING, PAL!
YOU'RE GOING TO PAY FOR THIS TROGG!
YOU SHOULD HAVE STAYED IN THE EMERALD HILL ZONE WITH WITH YOUR CUTE FRIENDS, YOU LITTLE CREEP!


YOU WON'T LOOK NEARLY SO CUTE WHEN I'VE FINISHED WITH YOU, FUR-FACE!
THROW
AAAAGH!

IT'S ALL OVER, SONNY! THOSE TAILS OF YOURS SHOULD LOOK PRETTY GOOD IN MY TROPHY ROOM !
WH. WHAT HAPPENED?

AAAA! THE LIGHT
YAAGGGH!

THE PORTAL! QUICK ERROL, THIS IS OUR CHANCE!


NOOO! YOU MUST NOT GET AWAY!

BOY, THAT TROGG SURE IS A BAD LOSER!
AMAZING! WE'RE BACK IN THE ENCHANTER KINGS' INNER SANCTUM!

YEAH I KNOW... IT'S YOUR DUTY TO TELL THE KINGS THAT I'M NOT REALLY THE CHAMPION THEY THOUGHT I WAS.
YOU MAY NOT BE THE CHAMPION WHO DEFEATED DOCTOR ROBOTNIK, TAILS, BUT TODAY YOU ACTED LIKE A REAL HERO. HOWEVER...

WHAT? THE PORTAL HAS BROUGHT TAILS AND ERROL BACK!
IT'S PART OF THE INCARNATION... OUR MAGIC CAN ONLY KEEP TAILS IN THIS ZONE FOR A LIMITED PERIOD! IT'S TIME FOR HIM TO LEAVE US!

BEFORE TAILS GOES BACK TO THE EMERALD HILL ZONE THERE'S SOMETHING I'VE GOT TO SAY...
HERE IT COMES...

WITHOUT TAILS I WOULD NEVER HAVE MADE IT BACK FROM THE LAND BEYOND. HE IS TRULY A WORTHY CHAMPION!
AS FOR SHIROB... BELIEVE ME YOU DON'T WANT HIM BACK!

THANKS ERROL, I OWE YOU!
TAILS RETURNS SOON. MEANWHILE, NEXT ISSUE — WONDER BOY IN GHOST WORLD!

SPEEDLINES

Dash off a letter, draw a quick sketch, in short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Tails Talk

Dear STC,

I've seen the cartoon and I think that it's excellent. However, although I think that Sonic's voice sounds good, Tail's voice sounds too much like a little boy. By the way, I love your free gifts.

Darragh Walsh, Co Cork, Rep. of Ireland.
Sonic Water Fun Game Winner.

Not everybody can have a rich, deep voice like mine, Darragh. However, in the TV series Tails is supposed to be very young, whereas in STC he is a little older. By the way, if you like free gifts you'll love this issue and the next!

Danielle Northey (write to the editor with your full address)
Plymouth, Devon. MD owner.
Sonic Water Fun Game Winner.

Robotnik's Tricks

Dear STC,

Please can you tell me why Doctor Ivo Robotnik turns the animals into evil robots?

Frances Bentley, Ilkley, W. Yorkshire.
Sonic Water Fun Game Winner.

Because, Frances, he is extremely villainous, and that's what villains do (so, I'm told!).

Crispian Wilson, Winchester, Hants. MD owner.
Sonic Water Fun Game Winner.

Question Zone

Dear STC,

Are you going to have a page where the readers can sell or exchange their stuff? I was also wondering why the Mega Drive and CD2 look different to how I've seen them advertised?

Sandeep Matharu, Langley, Berks.
Sonic Water Fun Game Winner.

Phew, Sandeep, you don't mince your questions! OK, firstly, I'm not sure what kind of 'stuff' you're talking about. Secondly, Mega Drives and Mega CD's differ slightly depending on where they are sold in the world. You may have seen a foreign model advertised.

Hosey McArthur

Dear STC,

I have some questions:-

(1) How did Sonic and Tails meet?

(2) How do you know what's the highest and the lowest in the charts?

Robert McArthur, Summerston, Glasgow.
MD owner.
Sonic Water Fun Game Winner.

(1) May I remind you, Robert, of an old hume proverb which goes: 'Patience is a virtue'. All will be revealed in time.

(2) The charts are based on sales of Sega video games, as monitored by Gallup (who also produce the music Top 20 each week), and ELSPA.

No Rhyme or Reason

There is a blue hedgehog called Sonic
Who decided to start up a comic
It's got tips and reviews
Plus a lot of good news
And a variety of free gifts upon it.

Richard Russell, Drightington.
Sonic Water Fun Game Winner.

There was a poetical hume
Who decided that there should be room
For an ode to the best
So he wrote one in jest
And now he is famous - Boom boom!

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It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

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.....AGE.....

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Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 21 OF STC?

☐ %

NEXT ISSUE

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S.T.C.

TTC!

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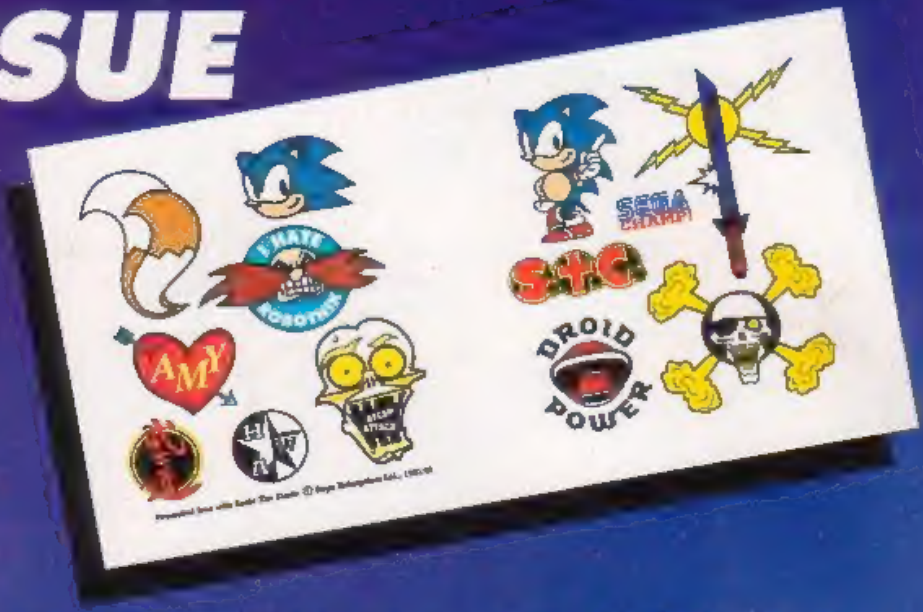

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Sonic the comic

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